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THE OFFICIAL STRATEGY GUIDE

TUNCER DENIZ

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MARATHON™

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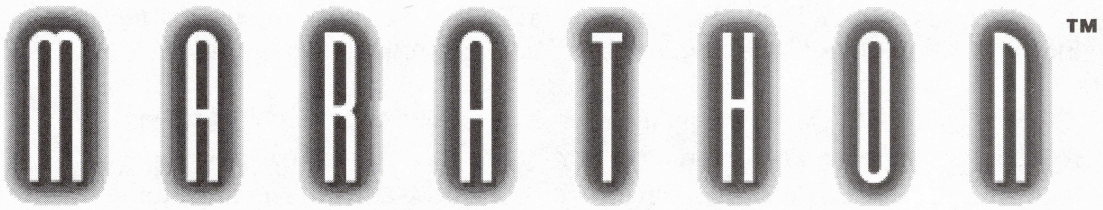

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CONTENTS

Acknowledgements vii

Introduction ix

CHAPTER 1: PRE-CARNAGE SETUP 3

CHAPTER 2: CARNAGE TOOLS 13

CHAPTER 3: THE MARATHON ENVIRONMENT .19

CHAPTER 4: MEET THE PFHOR 27

CHAPTER 5: GETTING COMBAT READY 37

CHAPTER 6: NEXT STOP: MARATHON 45

Level 0: Arrival 46

Level 1: Bigger Guns Nearby 48

Level 2: Never Burn Money 51

CHAPTER 7: COUNTERATTACK 55

Level 3: Defend This 55

Level 4: Couch Fishing 59

Level 5: The Rose 63

Level 6: Smells Like Napalm 68

Level 7: Cool Fusion! 73

Level 8: G4 Sunbathing 76
Level 9: Blaspheme Quarantine 80

CHAPTER 8: REPRISAL 85
Level 10: Bob-B-Q 85
Level 11: Shake Before Using... 88

CHAPTER 9: DURANDAL 93
Level 12: Fire! Fire! Fire! Fire! 93
Level 13: Colony Ship For Sale, Cheap 96
Level 14: Habe Quiddam 100
Level 15: Neither High Nor Low 103

CHAPTER 10: THE PFHOR 109
Level 16: Pfhor Your Eyes Only 109
Level 17: No Artificial Colors 111
Level 18: Unpfhorgiven 114
Level 19: Two Times Two Equals... 116
Level 20: Beware Of Low Flying Defense Drones 119
Level 21: Eupfhoria 121
Level 22: Pfhoraphobia 123
Level 23: Ain't Got Time Pfhor This 126

CHAPTER 11: REBELLION 129
Level 24: Welcome To The Revolution 129
Level 25: Try Again 132
Level 26: Inge Ferroque (By Fire and Sword) 135

CHAPTER 12: NETWORK PLAY 139

CHAPTER 13: INTERVIEW 157

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I'm also grateful to the guys at Bungie—Jason, Alex, Reg, Doug, Rob, and Greg—for letting me 'hang around' during Marathon's development and for creating the coolest game on earth. Marathon truly rules!

I would also like to thank a few friends including Mark Rubin, Steve Lundin, Jon Blum, and Eduardo Ferriera. Thanks also to my many Venezuelan friends including Gerardo and Eduardo Chavarri, whom despite the fact that we've known each other for some 25 years now, still manage to be great friends.

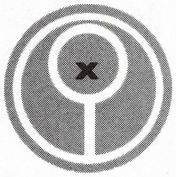
Finally, I would like thank my family—Orhan, Neza, Tamer, Ozlem, and Gaby—for their support and love.

—Tuncer Deniz

INTRODUCTION

Throughout its development, I had the unique opportunity of seeing Marathon built piece by piece. (Just one of the many benefits of getting to know your friendly, neighborhood software designers.) The good folks at Bungie Software not only let me watch them build this immensely fun game, they also let me take part in its playtesting months before its release. As interesting as watching the game-building was, the playtesting had me hopelessly addicted. Countless hours would pass as I strafed and dodged innumerable fodder and Pfhor with the clock ticking into the wee hours of the morning. I couldn't help but become an expert at Marathon, and daresay that I learned every single intricacy of this awesome game.

Armed with this experience and knowledge, I intend to teach you what it takes to master Marathon. In the pages that follow, I'll show you the tools you'll need to win and go one step further: I'll share the secrets of becoming a true Vidmaster, Bungie's term for someone who has mastered the game to its fullest. That's not to say that simply reading this strategy guide will assure you of becoming a Vidmaster. Oh, no, it's not as easy as that. As in life, practice is the key to success, and Marathon is no exception. So read, learn, practice, persist, and you shall reap the reward: victory!



HOW TO USE THIS BOOK

You'll find that the beginning of Marathon: The Official Strategy Guide repeats some of the material covered in the Marathon game manual (such as installation, setup, and navigation), but since game manuals are printed before the product is released, some essential details are often left out. Also, although the Marathon manual explains how to use some of the game's tools, it doesn't explain how to use them effectively. That's where this strategy guide comes in. It fills some of the missing gaps and also provides useful hints, tips, walkthroughs, and maps of the game.

Chapter one covers the basics: the game's installation and setup, and it will also familiarize you with Marathon's interface and objects you'll find along the way. Chapter two describes the weapons you'll need, including how and when to use them, in full detail. If you think you can win at Marathon by simply pointing and shooting, you'll be dead wrong. Knowing what your weapon can and cannot do will often mean the difference between life and death. Chapter three focuses on the Marathon environment and how to use it to stay alive. In chapter four, I'll introduce you to all the nasty monsters in the game and brief you on their strengths, their weaknesses, and what it takes to defeat them (without using up all your ammo). Before you know it, you'll be walking, running, and fighting like a real security officer. You'll also learn to use techniques like dodging, avoiding enemy fire, and even stealth to maneuver your way through the onslaught of aliens.

Chapters five through twelve cover everything you'll need to know about the adventure levels in Marathon. In a step-by-step walkthrough of each level, you'll learn the game's "secrets": its secret rooms, terminals, and techniques.

Getting tired of playing against the computer? Chapter thirteen deals with network play, where the object is to kill or be killed by one or more very human adversaries. Network play requires a whole new set of tricks and techniques, and this chapter will teach you how to effectively pursue and kill your human opponent(s), how to anticipate

their moves and strategies, and more importantly, how to avoid being fodder yourself. In other words, this chapter has been specially designed for those determined to reach the rank of Vidmaster. As I mentioned, this is no easy feat, but it can be done—with persistence, patience, and a careful application of what you've learned. So, let's get started!

MARATHON LINGO

Throughout this strategy guide, I'll occasionally use language that may seem foreign at first (no doubt the by-product of hanging around with the Bungie guys too much). If you want to join our club, you'll have to learn these terms, too, so here's a brief glossary:

Bob: Short for "born on board"; a civilian who runs around aimlessly on the Marathon

Carnage: Something that happens quite often on the Marathon

Fodder: A weak Marathon player, something we all despise

Munched: If you end up in last place during a network game, you have just been munched

Pfhor: The aliens, hostiles, bad dudes

Vidmaster: The ultimate Marathon warrior

Chomp: The battle cry of someone who needs sustenance

Just Vid It: "Use your Vidmaster skills to outsmart and outgun the enemy"

VERSIONS COVERED

All of the information in this strategy guide is based on Marathon version 1.2 for the Macintosh. Version 1.2 fixes some bugs that were found in version 1.0 and includes some minor enhancements (for

instance, the game is now ARA-compatible). If you don't have version 1.2, you can download the free upgrade from online services like America Online, eWorld, or CompuServe. You can also download it off the Internet at ftp.amug.org or write or call Bungie Software at: 1935 South Halsted Street, Suite 204, Chicago, IL 60608, (312) 563-6200. In other words, GET THE UPDATE NOW!

SYSTEM REQUIREMENTS

Marathon requires a 68020 or faster Macintosh computer with 8-bit (256) color monitor, System 6.0.5 or later, three megabytes of available RAM, and a hard drive. Network play requires a System 7 or higher. Music requires QuickTime 2.0.

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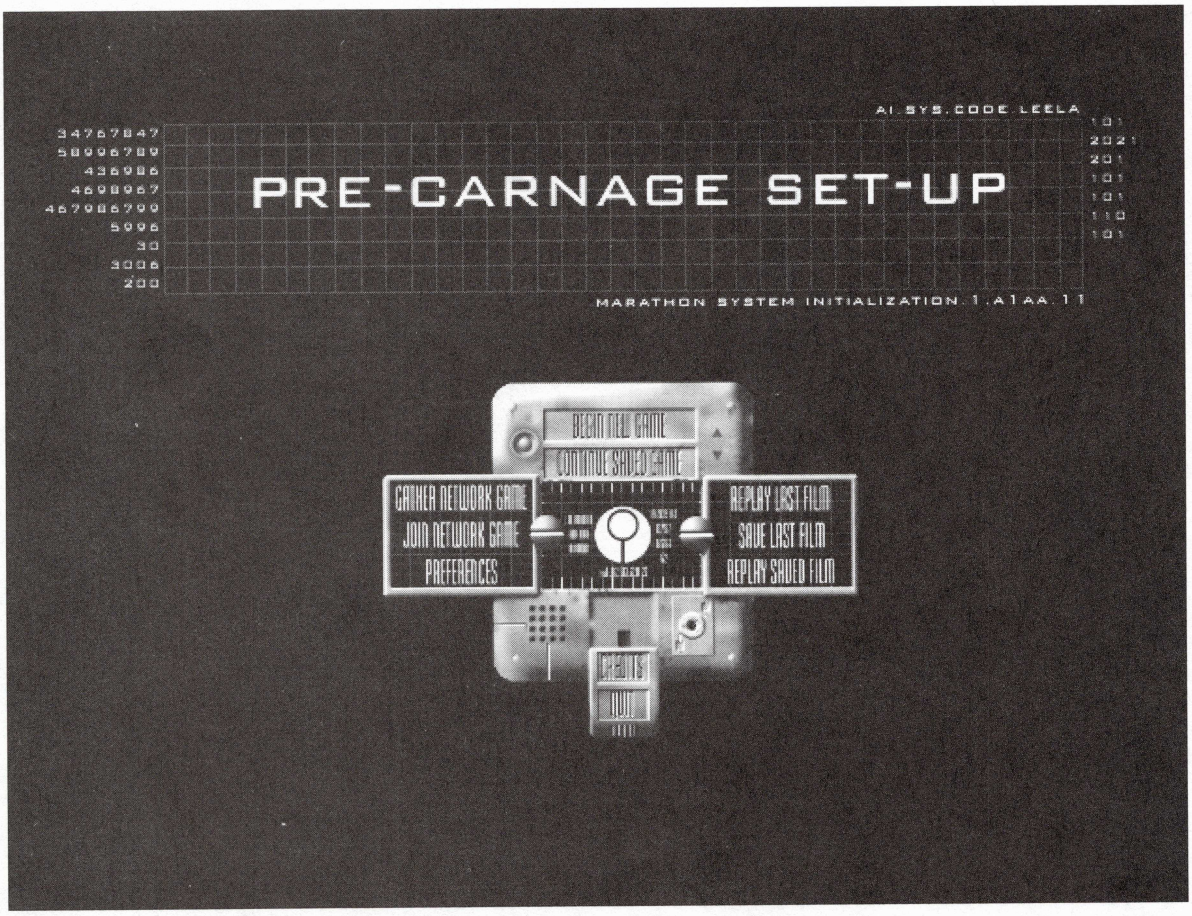

AI.SYS.CODE.LEELA
34767847
58996789
436986
4698967
467986799
5996
30
3006
200
PRE-CARNAGE SET-UP
101
2021
201
101
101
110
101
MARATHON SYSTEM INITIALIZATION.1.A1AA.11
BEGIN NEW GAME
CONTINUE SAVED GAME
GATHER NETWORK GAME
JOIN NETWORK GAME
PREFERENCES
REPLAY LAST FILM
SAVE LAST FILM
REPLAY SAVED FILM
QUIT

CHAPTER 1

PRE-CARNAGE SETUP

Marathon is a complex piece of software and requires proper setup before you can begin to play. Because Macintoshes differ in such aspects as speed, RAM, video, and sound, it's important to experiment with some of the preferences that best suit you and your computer. For instance, you might want to lower or disable some of the sight and sound features, or choose which of the game's controls you want to navigate. This chapter presents some of the ways you can configure *Marathon* to your liking. It then acquaints you with the game's interface.

GIVE IT MORE MEMORY!

Once you've installed *Marathon* onto your computer, it's a good idea to give the game application more memory (if you can spare it, of course). Why would it need more than the four megabytes it has, you ask? Giving *Marathon* more memory will let you turn on options like background music, more colors, and will fix some of the problems you may be experiencing with the game. You'll know you need more memory if, when you open the Preferences menu, some of the options are grayed out. For example, if you know your computer is capable of displaying thousands of colors and the color menu is grayed out, quit *Marathon* and give the application more memory.

THE NEED FOR SPEED

Marathon is a CPU-intensive game, which means it requires a lot of horsepower. If you've been looking for an excuse to buy a Power Mac, this is definitely it. A Power Mac will allow you to play the game with most of the options on, including high-resolution graphics, thousands of colors, and three-channel sound. But keep in mind that since the part of the system software that handles the sound—Sound Manager 3.0—is still running in emulation mode (non-native Power PC mode), as of this writing, the music, stereo sound, and number of sound channels will dramatically slow down the game unless you turn off or lower some of these options. This applies to Power Macs only.

On an 040 machine (such as a Quadra 610), you'll probably want to play *Marathon* in low-resolution mode. Turning off the music, stereo sound, and lowering the number of sound channels will also improve the speed of the game. On 030s and below, I'm afraid you'll have to turn off most of *Marathon*'s graphics, sound, and music options. But I've got a better idea: get a Power Mac. They rule!

THE MAIN MENU

After you've launched the game, you'll be presented with a main menu that looks like this:

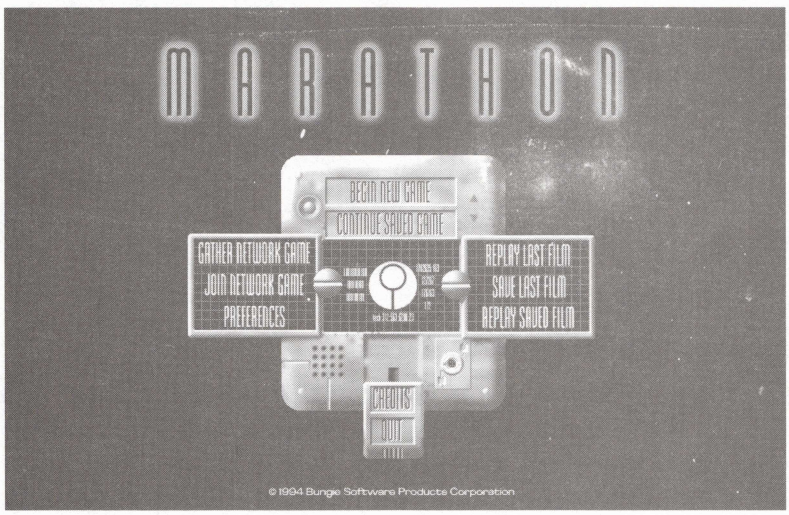


Figure 1-1 *In* Marathon*'s main menu, you can select options using your mouse or keyboard shortcuts.*

If you want to see the pros at Bungie in action, wait about fifteen seconds before touching the keyboard or mouse. A "replay" will suddenly appear on your screen, giving you valuable tips that will come in handy later. Always pay close attention to the replays, which will appear only when you are in the main menu.

Begin New Game

Clicking on this will take you to the beginning of a new *Marathon* adventure, pistol in hand. *Keyboard shortcut: Command-N*

Open Saved Game

Make sure you save your game every chance you get. It's also a good idea to have several saved versions, ending at various milestones. That way, if you make a mistake, you can start over again from an earlier saved version, instead of having to start from scratch. Click on "Open Saved Game" to restore a saved game. *Keyboard shortcut: Command-O*

Gather and Join Network Game

To play in a network game, one person must gather while the rest of the participants join in a network game. *Keyboard shortcuts: Command-G and Command-J*

Preferences

This is where you can customize a number of settings, including the video, sound, and game controls. *Keyboard shortcut: Command-P*

Replay Last Film

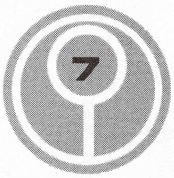
This option lets you view your handiwork from the last game you played. Replays are intended to be used primarily for network games because *Marathon* will not replay more than one level of a single-player game. *Keyboard shortcut: Command-R*

Save Last Film

If you want to save the replay of your last game, click on this button to save the film to your hard disk. Then you can show off your *Marathon* skills by uploading films to online services or exchanging them with friends. *Keyboard shortcut: Command-S*

Replay Saved Film

If you've saved any replays, you can click on this to view them. *No keyboard shortcut.*



Credits

Meet the creators of *Marathon*. *Keyboard shortcut: Command-A*

Quit

What? You mean you have something better to do than play *Marathon*? *Keyboard shortcut: Command-Q*

PREFERENCES SETUP

The Preferences menu allows you to customize *Marathon* to your liking. The slower your computer is, the more options you'll need to turn off to make the game play faster. As always, do some experimenting to come up with the right settings for you. Most of the following items are self-explanatory (and discussed in detail in the manual), but there are a few additional tips you should know about each of them.

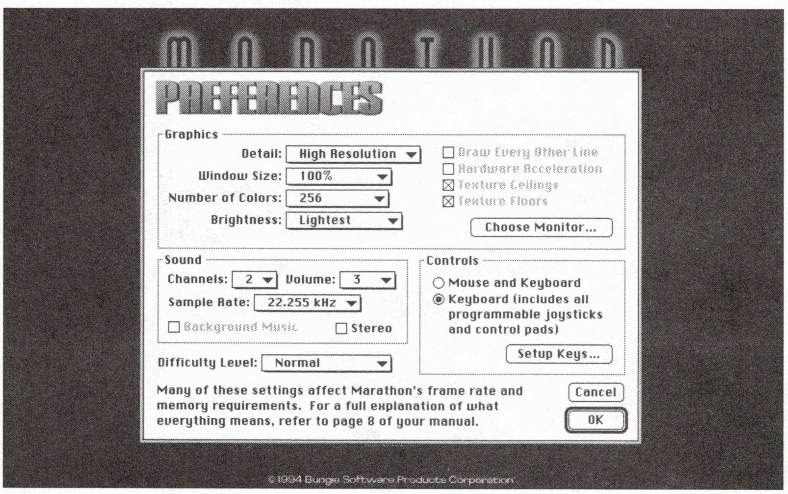
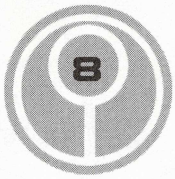


Figure 1-2 *Use the Preferences menu to configure the game to your hardware requirements.*



Difficulty Settings

Marathon has five levels of difficulty, which vary mainly in the way the aliens behave. In the lower levels, for instance, the monsters act more docile, move slower, fire less frequently, and die after fewer hits. In the higher levels, they're a lot more vicious, attacking faster, firing multiple rounds, and taking more damage before dying. In the Easy and Kindergarten levels, some of the meaner aliens are completely absent. Beginners should start at one of these, although most players will choose the Normal level. Those in need of a challenge may be bold enough to choose Major Damage or Total Carnage.

Graphics

Although *Marathon* allows full-screen, 640x480 mode, I suggest against playing this way, even if you have a Power Mac. In full-screen mode, you just don't get some of the interface features, such as the motion detector, weapons manifest, and oxygen and shield-level indicators. Without these valuable items, you will no doubt get munched often.

If you have sixteen-bit color on your computer, *Marathon* can certainly be displayed using it. But realize that none of the source art or graphics are in sixteen-bit color, so the only noticeable difference you'll see are smoother-looking lighting effects.

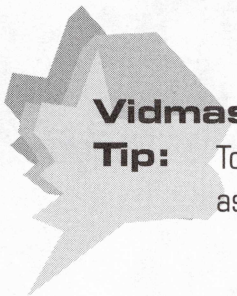
Sound and Music

The background music in *Marathon* requires QuickTime 2.0 and a hard-to-find extension called QuickTime Musical Instruments. Because of space considerations, they were not included on the disk version of the game. If you don't have these items, your local Apple dealer should be able to help.

Staying in Control

Marathon's flexibility allows you to navigate the game using various types of controls—including keyboard, keyboard and mouse, joy-

sticks, and gamepads. Before I played *Marathon*, I couldn't imagine playing a flight simulator without a joystick, but this game really seems to play best with just the plain old keyboard. Using the keyboard allows you to hit multiple keys at once to look up and down, dodge, fire, run, and torso-twist, something no other controller can do very effectively. Having total control at all times is a Vidmaster rule that shouldn't be taken lightly. But if you're comfortable using joysticks or game pads, by all means try them with *Marathon*.



Vidmaster Tip: To run all the time in the game, set the run key as "caps lock" in the Configure Keyboard menu.

LET'S INTERFACE

The game's interface is one of its most important features. As part of your Cyberhead Helmet, you'll be provided with a wealth of information, which you should always be aware of during the game. Learn it, use it, live it, and get used to it!

Main View Screen

This is where all the action happens. Although you won't find this feature in the game manual, you can adjust the size and resolution of your screen to better suit the speed of your hardware. Just go to the Preferences menu or use one of the following F keys (the keys on top of your extended keyboard) while in the game:

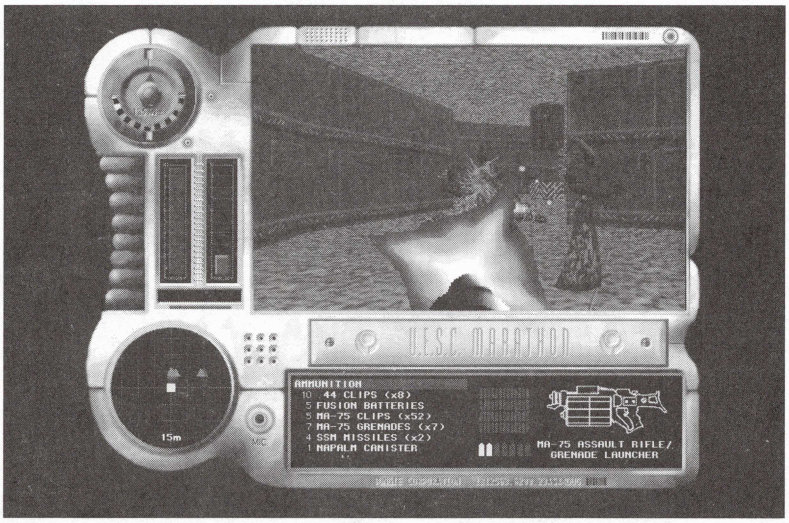
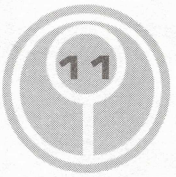


Figure 1-3 Marathon*'s interface. It's not there just for looks; learn to use it.*

F1 — Full-screen mode
F2 — 100 percent screen mode
F3 — 75 percent screen mode
F4 — 50 percent screen mode
F5 — Switches from high-resolution to low-resolution and vice versa
F11 — Lowers brightness
F12 — Increases brightness

Weapons Screen

Below the Main View screen, you'll find the Weapons screen, where all of the weapons and ammunition you pick up will be listed. The list on the left displays the number of weapons and ammunition you have in your possession; the list on the right displays the current weapon in



your hand(s) and the amount of ammunition in it. Be sure to keep an eye on your ammo supply at all times. You don't want to discover you're out of grenades the minute you're surrounded by Pfhor.

Motion Sensor

One of my favorite and most useful features, the motion sensor allows you to "see" where and in what direction the aliens and players are moving. At first the onslaught of ever-moving blips on this radar-like device might seem confusing. But with time you'll get used to it, and you'll wonder why no one thought of it before. Thankfully, all the blips are colored differently so you can distinguish an alien from a friendly.

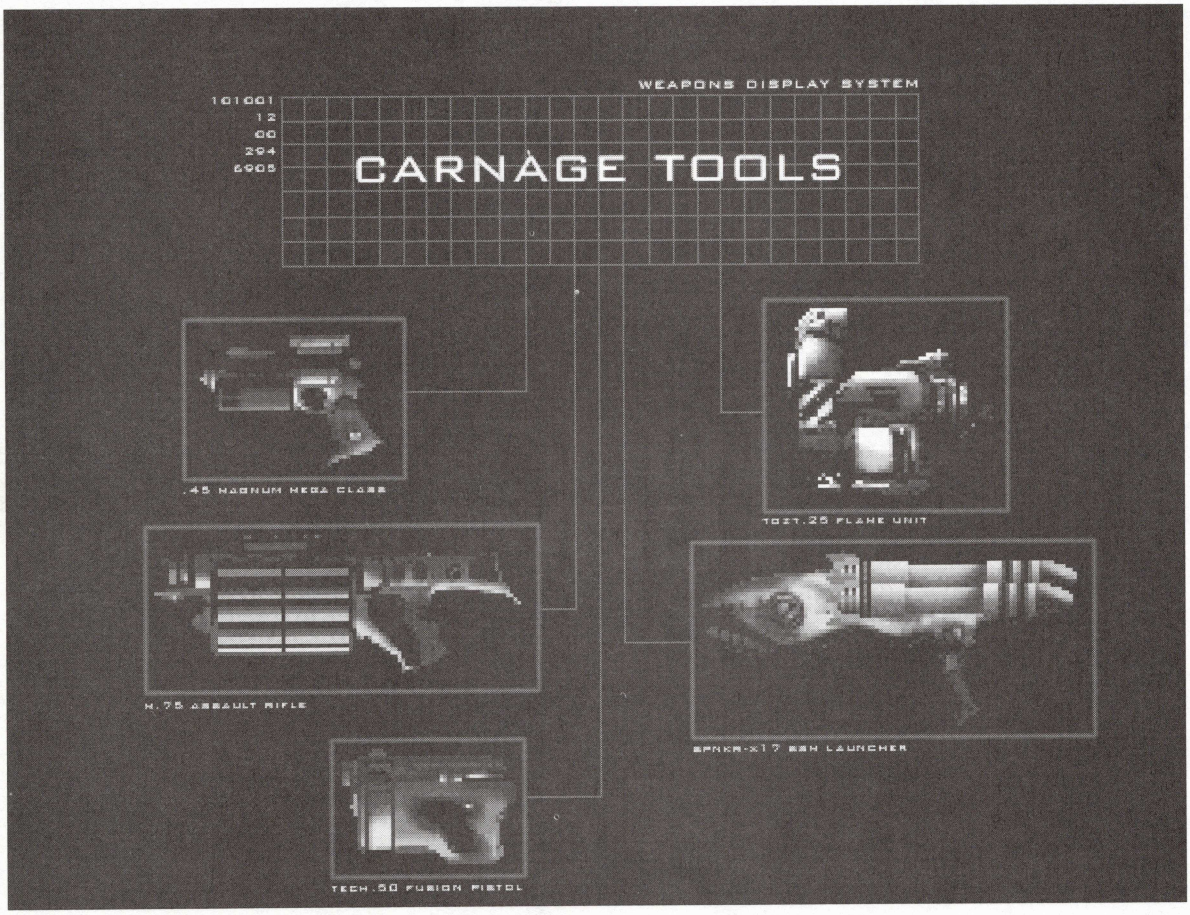
The green square in the center is you, and other friendlies—such as civilians, defense drones, and networked team members—also appear as green squares. Hostile and unknown patterns are shown as red triangles In network games all human hostiles appear as yellow squares.

Oxygen and Shield Energy Levels

Just above the motion sensor, you'll see two bars. The oxygen-level indicator, on the left, is your current oxygen level. You won't have to worry much about this, as it only comes into play in one level of the game. Your shield energy level is another story. If you let it drop down to zero, you're history, dead, hasta la vista . . . well, you get the idea. Make sure you keep a close eye on it at all times, and try to recharge your shields as often as you can.

Microphone Indicator

When you hold down the microphone button to talk to other networked players, this indicator will light up. Yeah, cool, cool. . . .


WEAPONS DISPLAY SYSTEM
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6905
CARNAGE TOOLS
.45 MAGNUM MEGA CLASS
M.75 ASSAULT RIFLE
TECH.50 FUSION PISTOL
TOZT.25 FLAME UNIT
SPNKR-X17 ASH LAUNCHER

CHAPTER 2

CARNAGE TOOLS

When you first board the *Marathon*, you will be armed with the most basic of weapons: your gun and your fist. Not much to work with, but hang in there. As you advance through the levels, you will confront tougher and meaner aliens and pick up increasingly sophisticated tools of destruction. Luckily, the *Marathon* is equipped with the best weaponry the twenty-eighth century has to offer.

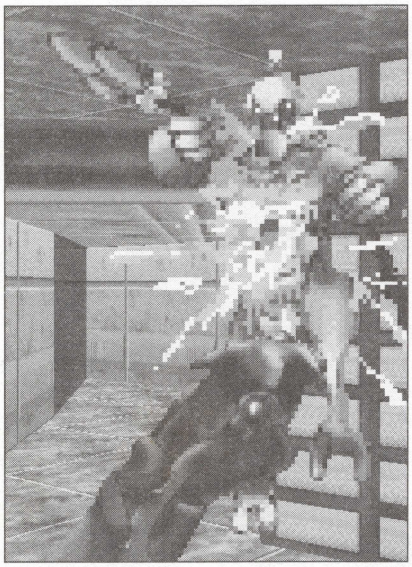


Figure 2-1 *Out of ammo? Whip out your fist. Yo, Adrian!*

The Fist

Getting low on ammo? Put up your dukes! Now, now, stop laughing. The fist is actually quite useful and powerful. When used correctly against fodder (weak enemies), it can have devastating impact, depending on how much velocity your punch can pack. For example, a running punch causes much more damage than a stationary punch.

You can switch to your fist at any time by hitting keypad 7 or 9 and cycling to the fist. The best place to practice running punches is on the first level, Arrival, where the aliens are reasonably tame. The fist is most effective against Fighters, Compilers, and human opponents, but don't try it against tougher aliens unless you absolutely have to (for example, if you are out of ammo).

Vidmaster Tip: In the first level of *Marathon*, Arrival, use your fist to conserve ammunition.

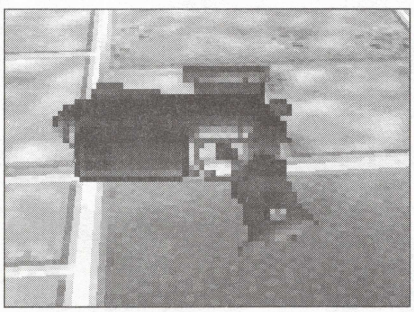


Figure 2-1 *Don't underestimate the power of the pistol. It works great for long ranges.*

.45 Magnum Mega Class Pistol

Although the pistol is by no means a powerhouse weapon, its pinpoint accuracy makes up for this deficiency. Using eight-shot clips, the pistol is especially useful when used to snipe at the enemy from long distances. In later stages of the game, you'll be able to pick up extra pistols and use two of them at once (yes, it's extremely cool). To do this, pick up an extra pistol and hit the Option key to "pull out" the second gun. To fire both pistols, press the space bar and the Option key at the same time. They won't fire at the same time but will alter-

nate from one to the other. Keep both the space bar and the Option key pressed to rapid fire.

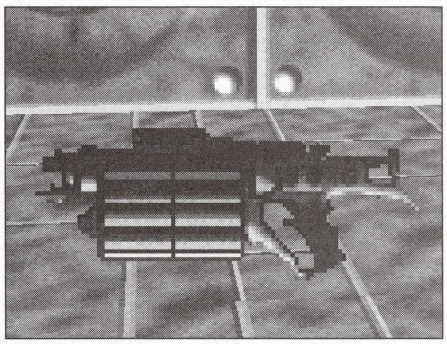


Figure 2-3 *The assault rifle is probably most effective in close ranges.*

M.75 Assault Rifle with Grenade Option

Without a doubt the workhorse of the game, the assault rifle is an extremely powerful weapon, especially when used in conjunction with the built-in grenade launcher. Its drawback, however, is that it is somewhat inaccurate; the rifle tends to spray its bullets all around (similar to a shotgun), and the grenade launcher takes a lot of practice to fire accurately. The assault rifle uses standard clips of 52 rounds each, while the grenade clips hold 7 rounds. In general, the assault rifle is most effective when used in close range.

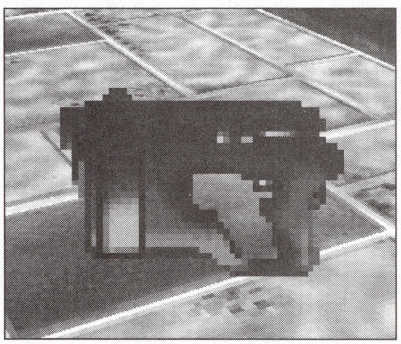


Figure 2-4 *The fusion pistol is a good all-purpose weapon, especially if you've run out of ammo for your other guns.*

Tech.50 Fusion Pistol

The fusion pistol is an all-purpose, rapid-fire weapon and a great alternative to the pistol. Normal fire produces 20 high-impact energy bolts, enough to pulverize the most hardened alien. Holding down the Option key will supercharge the weapon, producing an extremely high-energy bolt that can instantly kill many aliens. Approximately four of these high energy bolts will discharge from the fusion pistol before you have to reload.

Vidmaster Tip: Only the fusion pistol can kill a network player who is invulnerable.

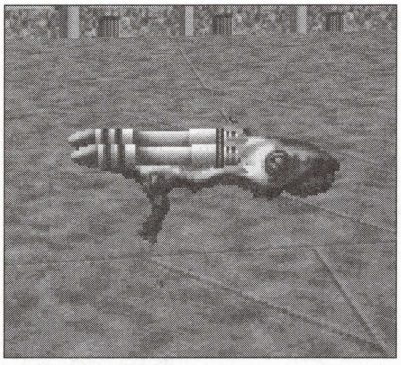


Figure 2-5 *Mr. Alien, come here, I've got something for you. . . .*

SPNKR-X17 SSM Launcher (Lazyboy)

No question, the rocket launcher is the coolest weapon in the game, capable of destroying just about anything in its path. When its rockets explode on impact, their ten-meter blast radii can crush a number of aliens or players in that vicinity. Traveling at approximately 110 meters/second with a range of 2,500 meters, the rocket launcher comes loaded with two rockets and both can be fired in succession. Its only drawback is that it can be difficult to master, since you need to lead your target and keep clear of the blast radius.

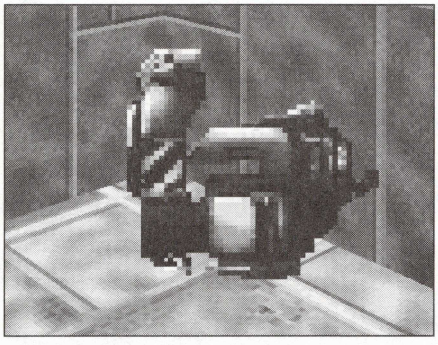


Figure 2-6 *Remember, short controlled bursts . . . where have I heard that before?*

Tozt.25 Flame Unit

The flamethrower is the ultimate weapon of destruction. Discharging a stream of fire about 20 feet long, it can instantly sizzle aliens and network players. Yum! Unfortunately, a single canister can continuously fire for only about seven seconds before running out of fuel. So, to use this weapon effectively, fire it in short bursts and only when in close proximity to the enemy. Don't bother aiming it at Hulks, Juggernauts, and Hunters, however. They're invulnerable to the flamethrower.

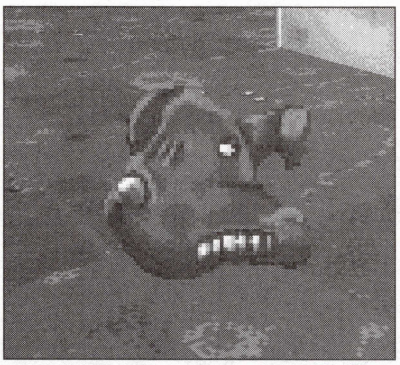
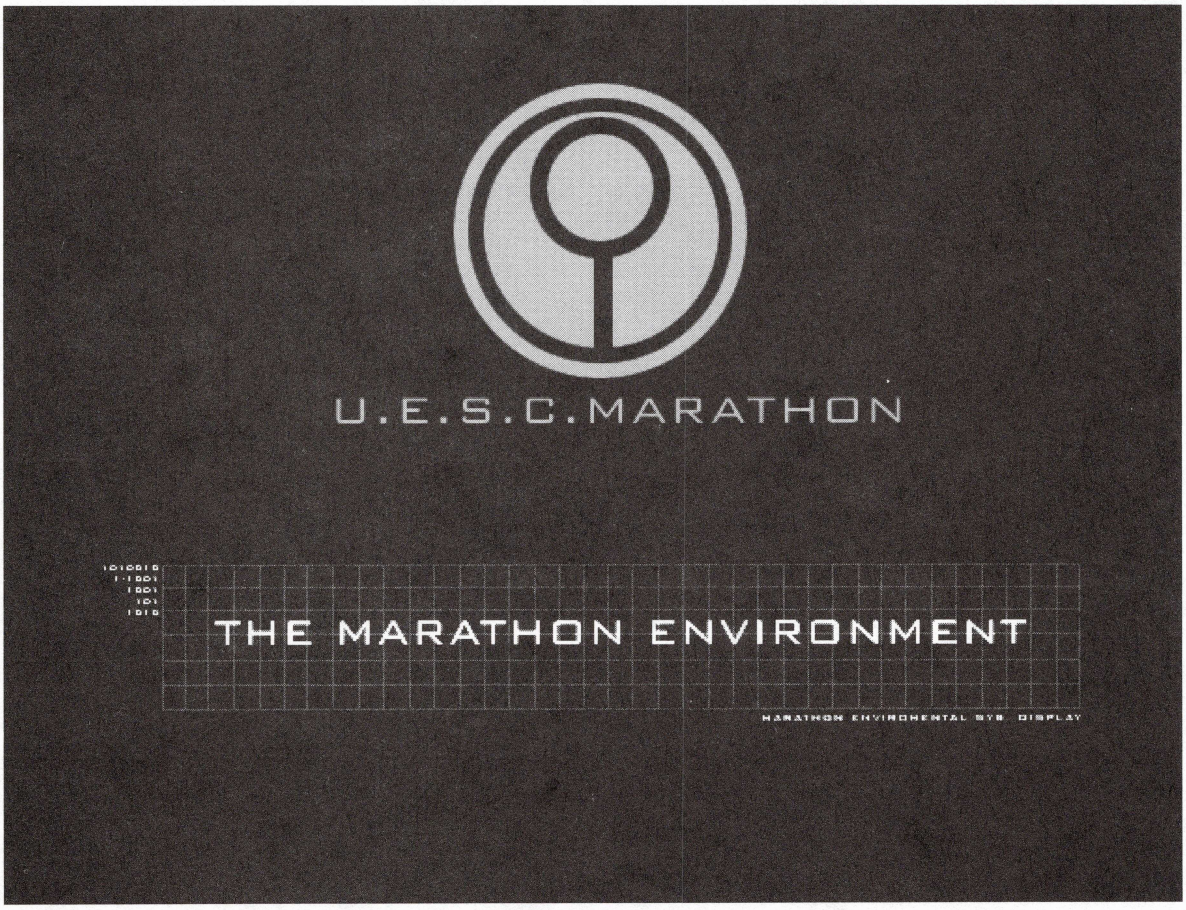


Figure 2-7 *Give the aliens a tast of their own medicine.*

Unknown Weapon Class System Error OxFFBD (Alien Weapon)

You can get your hands on one of these high-powered and accurate weapons by killing an Enforcer, who drops the weapon when he expires. Although quite mighty in terms of its firepower, the alien weapon is also somewhat delicate. Using a rocket or grenade to kill an Enforcer will usually destroy the weapon, as well. Instead, try blasting him with a pistol, assault rifle, or something similar. Then simply run over his body to retrieve the weapon. Once this weapon has discharged, it cannot be recharged and is automatically dropped from your inventory.


U.E.S.C.MARATHON
THE MARATHON ENVIRONMENT
MARATHON ENVIRONMENTAL SYS. DISPLAY

CHAPTER 3

THE MARATHON ENVIRONMENT

Marathon's environment is a rich one, filled with such valuable items as computer AIs (artificial intelligences), save terminals, recharge stations, ammunition, and various power-ups. All are designed to help you navigate the game and, more importantly, to help you stay alive. Keep in mind that many of these objects will look different once you reach the alien Pfhor ship.

Marathon Artificial Intelligence

The *Marathon* comes equipped with three AIs. To activate one of them, just walk up to it and hit the Tab key. These fountains of knowledge will offer you invaluable information—everything from instructions to map data, and other helpful clues about the Pfhor. Read everything carefully, and take notes if you have to.

Unfortunately, one of the AIs won't be able to help you at all; it was destroyed during the Pfhor infiltration. The other two, Leela and Durandal, are operational, but Durandal seems to have suffered some damage. Be careful when interfacing with him I think one of his Pentium processors might be malfunctioning.

Pattern Buffers (Save Terminals)

Where did they come up with that name? Anyway, pattern buffers, also known as save terminals, are immensely important. To access a pattern buffer, simply hit the Tab key. Try to save the game as often as possible, and if you have the hard drive space, save multiple ver-

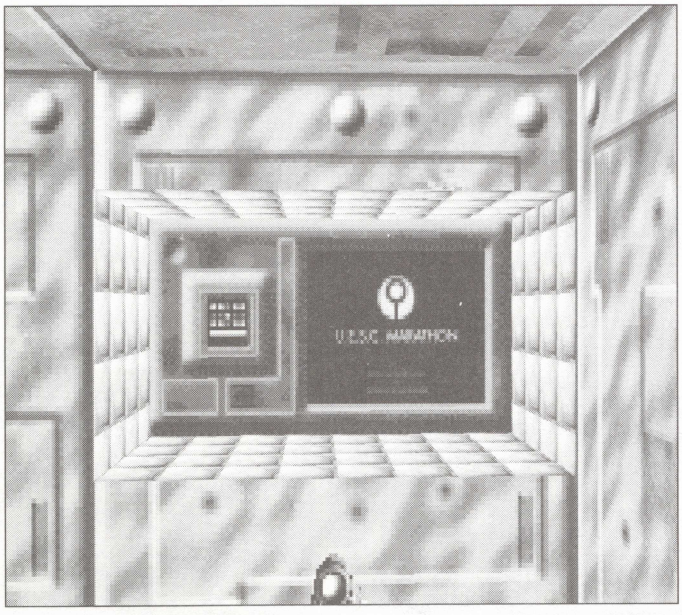


Figure 3-1 *Marathon's AIs contain valuable information and instructions. Be sure to visit all of them.*

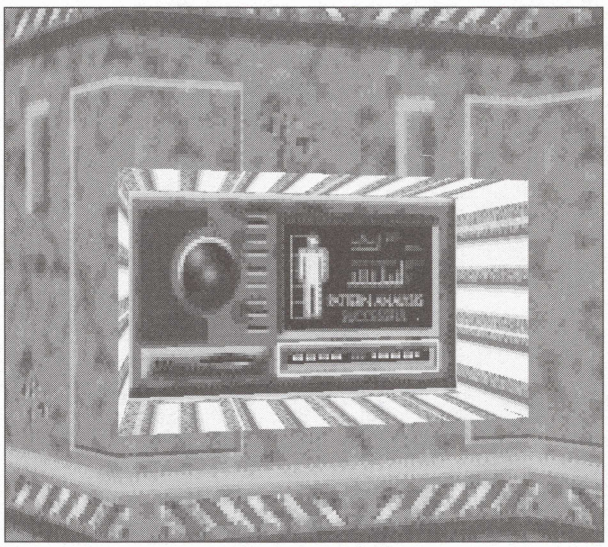


Figure 3-2 *Save your game each time you encounter a pattern buffer.*

sions of the file. The best method I've found for saving games is to save each time you encounter a pattern buffer. For example, you might want to call the first pattern buffer you encounter "Level 1-1," the second one "Level 1-2," and so on. This way, if you make a fatal mistake (which you're bound to do), you can go back to any area within any level of the game and try not to make it again.

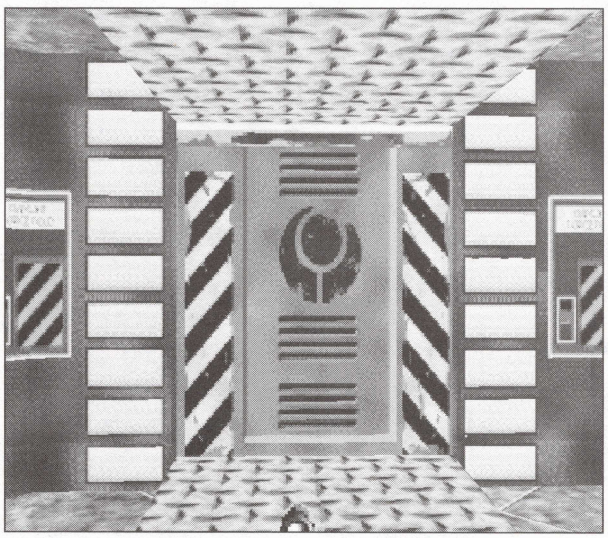


Figure 3-3 *A typical Marathon door.*

Doors

To open a door—you guessed it—hit the Tab key when you reach it. Not all the doors in *Marathon* look like the one in Figure 3-3. In fact, some don't look like doors at all—some are secret doors that seem to blend into the wall—but I'll get to those later.

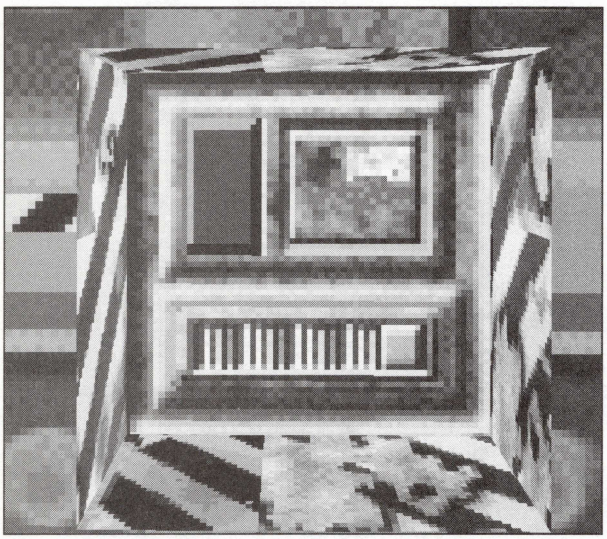


Figure 3-4 *If you find a switch, you should definitely press it to see what happens.*

Switches

Switches activate and deactivate lights, doors, and platforms, and you'd be wise not to treat them casually. Each switch in *Marathon* serves a vital purpose, so make sure you investigate each one. To activate a switch, run up to it and hit (not again!) the Tab key. Also note that you can activate switches using your fist, grenades, supercharged fusion pistols, and rockets.

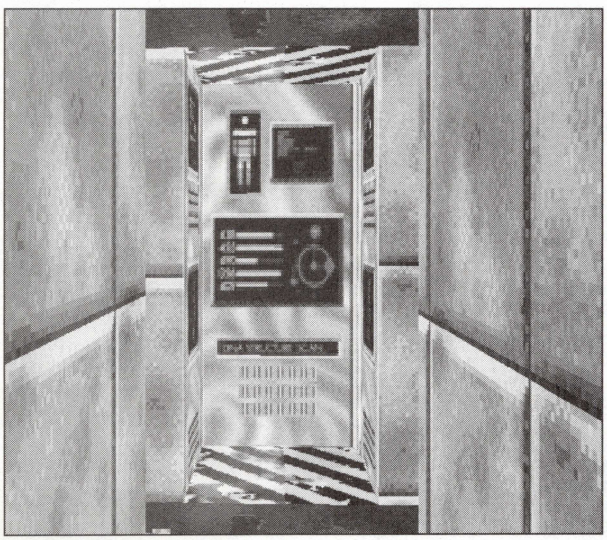


Figure 3-5 *Beam me up, Scotty!*

Jump Pads

Jump pads are designed to instantly teleport you from one place in *Marathon* to another. You'll encounter these important gateways throughout the game, but most of the time they'll just whisk you from the level you've just finished to the next one. Sorry, no baboons are allowed in the jump pads.

Shield and Oxygen Recharge Stations

The more alien damage you suffer, the more your energy shield will deteriorate. Fortunately, most levels have shield recharge stations so you can replenish quickly and get on with your business. It's a good idea to visit these stations as often as possible, to keep your shield at maximum strength. It's especially important if your shield has deteriorated more than 50 percent.

You'll only have to worry about your oxygen level in one level of *Marathon*: G4 Sunbathing. In this toasty territory, your oxygen level will diminish ever so slowly. Fortunately, you'll find oxygen recharge stations scattered throughout. Of course, if you're playing at the Total Carnage skill level, your oxygen supply will drop much more dramatically. In fact, it'll drop twice as fast when you're running and three times as fast when you're firing your weapon.

Whatever skill level you're playing at, just make sure that you give yourself enough time to find a recharge station. You don't want to get caught running hysterically trying to find one when you have just a few gasps of air left.

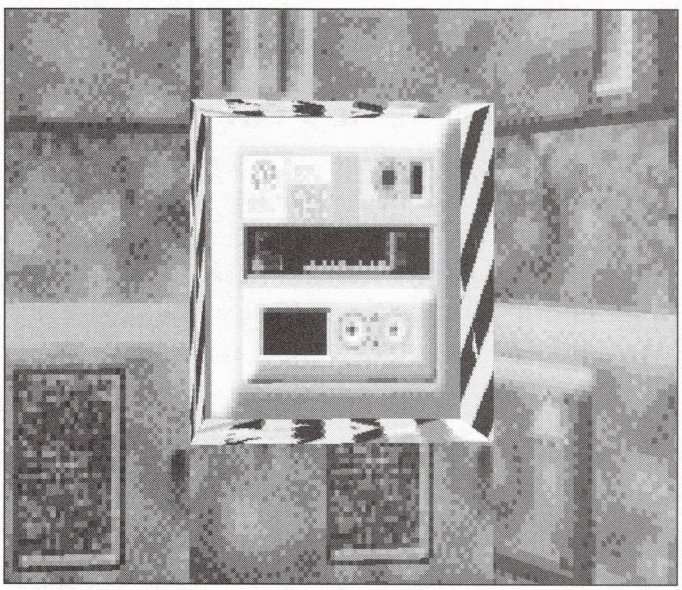


Figure 3-6 *These recharge stations are like a breath of fresh air.*

Biobus Chip Enhancements

Biobus Chip Enhancements are power-ups that make you invulnerable or invisible or enhance your vision. They activate instantly when you run over them and last for just a short period of time. Most of the enhancements you encounter will be in network play only; for some reason, they don't appear often in the adventure part of the game.

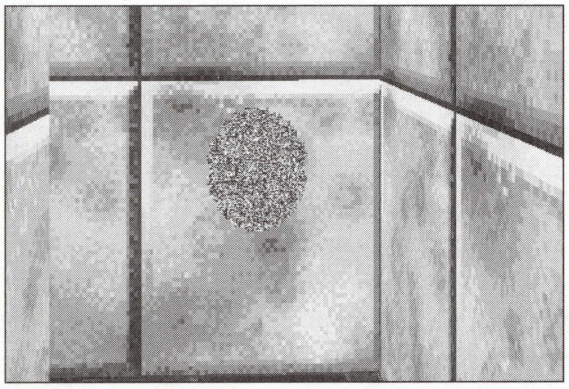


Figure 3-7 *The super shield chip*

Super Shield Chip

The Super Shield activates when you run over it, making you invulnerable for fifty seconds. Nothing can harm you when you're using this shield—well, nothing except for the fusion pistol, which can penetrate it rather easily.

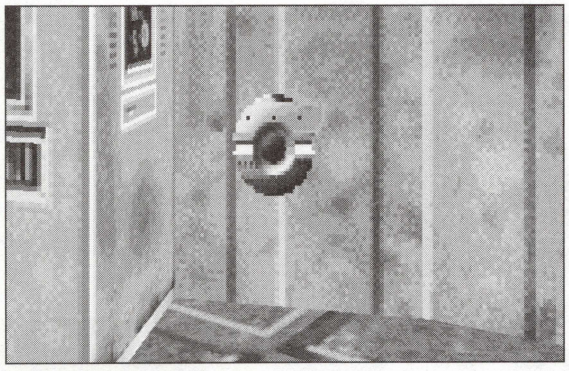


Figure 3-8 *The transparency chip*

Transparency Chip

This power-up makes you somewhat invisible for forty seconds, meaning aliens and network players will still be able to make out a hazy, ghost-like image. However, you will be undetectable on the motion sensor, and aliens will have a hard time tracking you. If you pick up a number of these chips, you'll become more and more transparent.

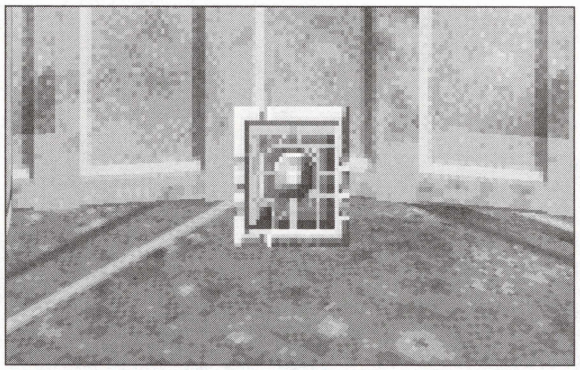


Figure 3-9 *The extravision chip*

Extravision Chip

This power-up extends your vision to 180 degrees for up to three minutes. Usually found only in network play, this cool effect is most useful for watching your back.

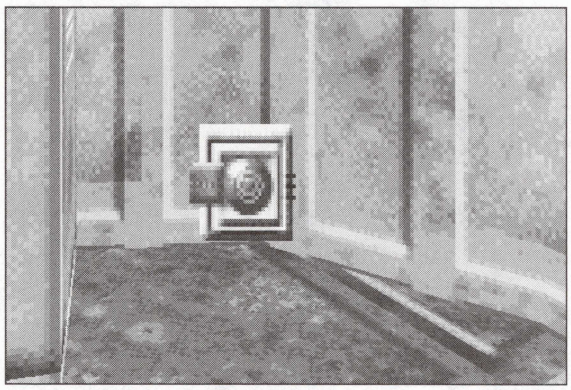


Figure 3-10 *The hypervision chip*

Hypervision Chip

Totally psychedelic. The Hypervision power-up is an infrared-like chip that turns the *Marathon* world blue, humans yellow, the Pfhor red, and objects green. Lasting three minutes, this chip is very useful in dark areas but, like the extravision chip, appears only on the network levels of play.

MEET THE PFHOR
DEFENSE SYSTEM INTRUDER SCAN

CHAPTER 4

MEET THE PFHOR

The aliens onboard the *Marathon*, affectionately called the Pfhor, aren't like any aliens you may have seen in other computer games. They're highly intelligent, sometimes even creative creatures, capable of searching out and destroying their enemies. Fortunately for you, however, the Pfhor are hardly infallible. Their biggest weakness is that they have to stop before firing, giving you plenty of time to dodge or retreat.

Hey, but don't think it will be a cakewalk. The aliens have at least one thing on their side: numbers. And for some reason they get extremely ticked off when they see you. Can't we all just get along? Hmm, guess not. Anyway, a closer look at their makeup and physiology will help you better understand their strengths and weaknesses.

Civilians

The civilians in *Marathon* are those funny-looking guys who seem to have one passion in life: running. Now you know why the game is called *Marathon*! (Just kidding.) Actually, the Bobs (short for "born on board") are running for their lives, and it's your duty to protect and rescue them. As endearing as they are, however, you'll find that Bobs have a nasty habit of getting in your way (especially during network play). I'm probably not supposed to tell you this, but it's no big deal if you use a grenade or two to plow them down if they become too much of a nuisance. In fact, I do it all the time. I love it when they

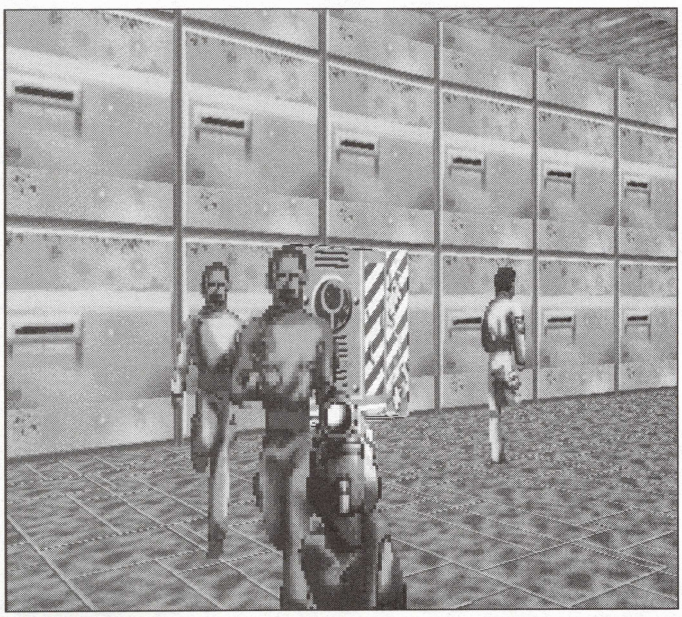
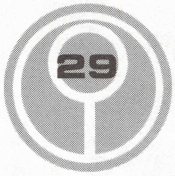


Figure 4-1 *Beware of green Bobs yelling, "Thank God it's you!"*



scream "ahhhhhh!" as they explode. You'll probably be scolded by Leela (the game's artificial intelligence) for letting too many civilians die, but it won't change the outcome of the game. Besides, it's your neck on the line! Those poor, hapless Bobs do come in handy once in awhile, however. They also tend to get in the way of monsters (those nutty Bobs can't seem to get enough action), giving you time to reload, escape, or change weapons.

Oh, there's one more thing you should know about Bobs. Later on in the game, you'll encounter civilians that have been assimilated into the ranks of Pfhor. When these Bobs get close to you, they explode, causing major damage. These exploding Bobs are green and indistinguishable from the normal green Bobs, except that they yell "Thank God it's you!" just before they reach you. My advice: back up or move away and open fire until these traitors explode. Better yet, kill all the green Bobs you encounter, just to play it safe.

Fighters

Fighters may not have much meat on their bones, but they sure can pack a punch, especially when they attack in bunches. Using their long staffs, they'll swat at you with deadly precision. Members of the Pfhor family, these fierce soldiers come in four variations:

Green Fighters: Definitely the most tame aliens on the *Marathon*, the Green Fighters are slow and . . .well . . . dumb. These guys make good punching bags.

Purple Fighters: Similar to the Green Fighters, but more ferocious. They attack faster and more often and take more fire to kill.

Orange Fighters: These Fighters can take about the same amount of damage as the Green Fighters, but they fire projectiles and run slightly faster.

Blue Fighters: Watch out for these guys! They always fire two projectiles when they get you in their sight, and they run even faster than the Purple Fighters.

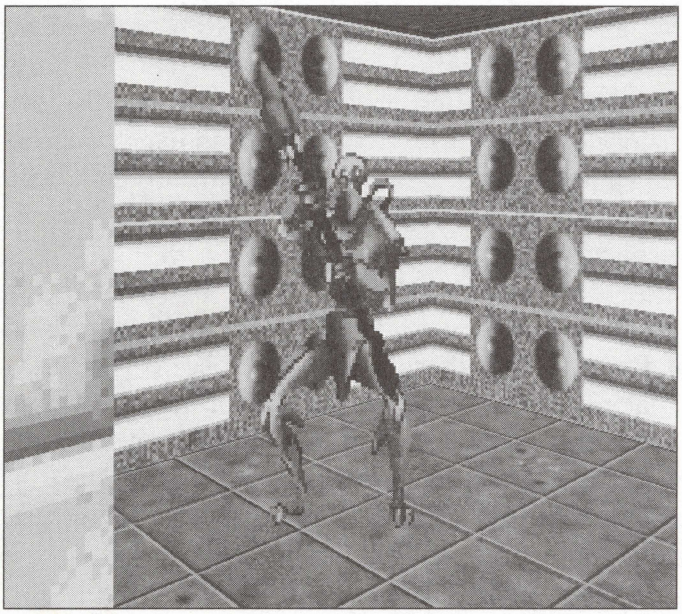


Figure 4-2 *These Fighters could use a few Big Macs. Skinny but tough little guys.*

Fighters won't give you too much trouble; a few punches or pistol shots will take them out. But one note of caution: do not let a bunch of these guys surround you. They are most deadly when they've got you cornered.

Compilers

Compilers come in two flavors: orange and purple. Orange Compilers open their cloaks and fire green unguided projectiles, which are pretty easy to dodge if you have enough time. Purple Compilers, however, fire yellow guided projectiles, which can take a lot of practice to evade. Generally, to avoid being hit, you'll need to round a corner or make a sudden direction change just before the projectile reaches you. But Compilers are pretty easy targets since they tend to approach slowly before stopping to fire. Also, for some reason they don't fire back when you shoot at them in close range, something to keep in mind. The only Compilers you should worry about are the invisible ones, since they tend to sneak up on you before firing.

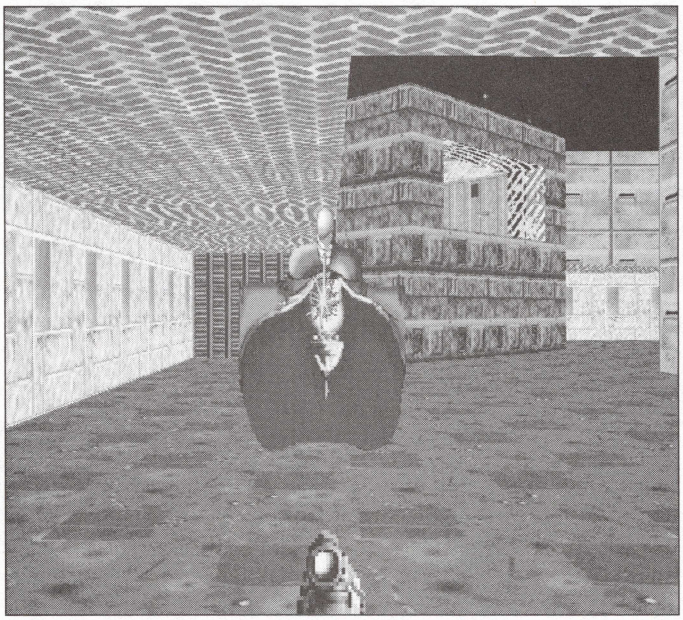


Figure 4-3 *Compilers might look cool, but their projectiles tend to sting a bit.*

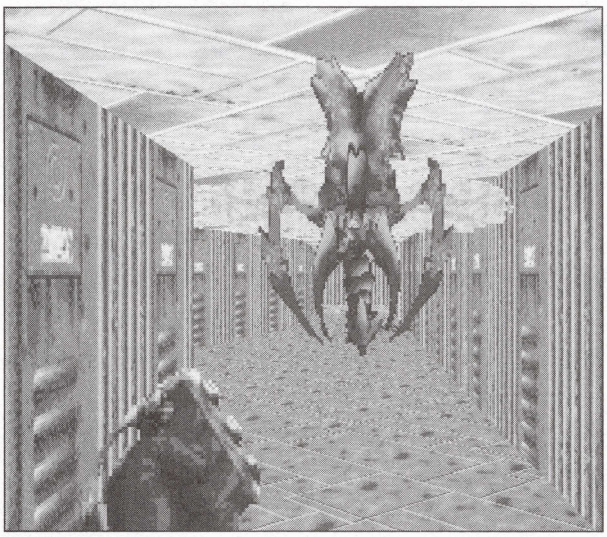


Figure 4-4 *Wasps are difficult to spot, especially in the dark. Listen for their flapping wings.*

Wasps

I hate anything that flies, especially the Wasps in *Marathon*. These guys usually attack in bunches and fire fast-moving projectiles that are sometimes impossible to dodge. They come in two colors: brown and white. The White Wasps tend to be more aggressive than their sister wasps, and they fire two projectiles instead of one. But these buggers drop like flies if you hit them with one or two good shots (the white ones might need a few more). Highly accurate weapons, such as the double pistols or the fusion gun, are perfect against these flying nuisances.

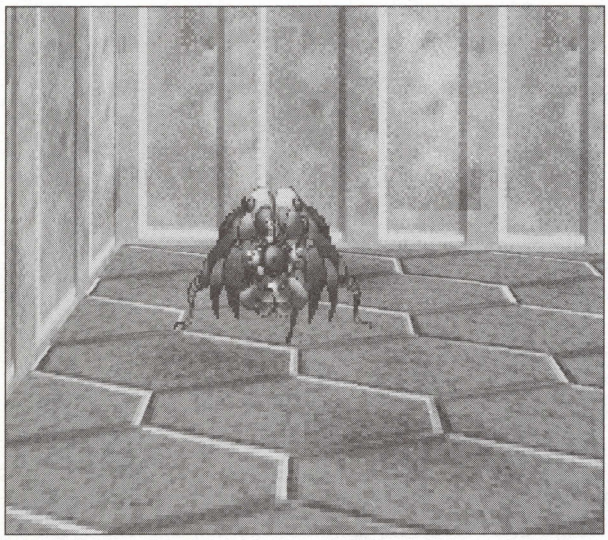


Figure 4-5 *Keep an eye out for the nearly invisible Lookers. Yikes!*

Lookers

Hovering low on the ground, these puffy, bug-like creatures explode the second they touch you. They usually lurk around corners, so pay close attention to the ground when you're in a level that has them. Lookers can sometimes be difficult to kill because you have to look down to see them before you can line them up in your sights and fire. When you do see one coming at you, look down and shoot the instant he enters your line of fire. Above all, be patient and don't panic. Don't worry—you'll get him.

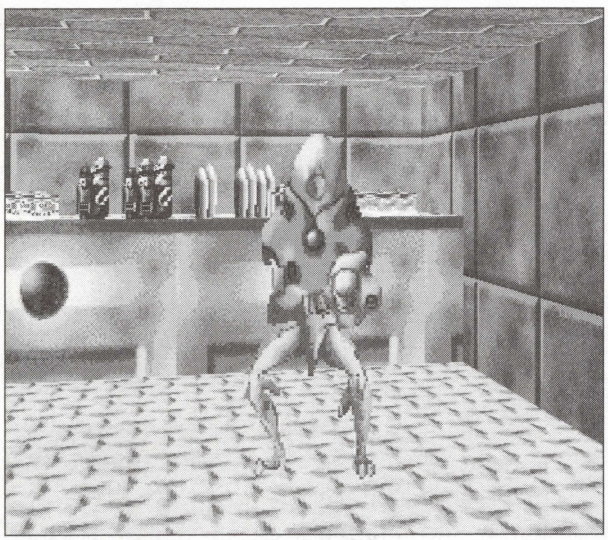


Figure 4-6 *These guys are bad to the bone. Shake' em down before they reach you.*

Troopers

Troopers are cool! Nasty, but cool nonetheless. These bad boys sport assault rifles and are essentially gun-toting Fighters with an attitude. Like other aliens in *Marathon*, they come in two colors: green and purple. Watch out for the purple ones: they're extremely aggressive and can fire both the assault rifle and grenade launcher in a relentless fury. Their Achilles' heel is that they fire only when you're in their grenade range, about fifteen meters. So use your pistols or fusion pistol to gun them down before they reach you.

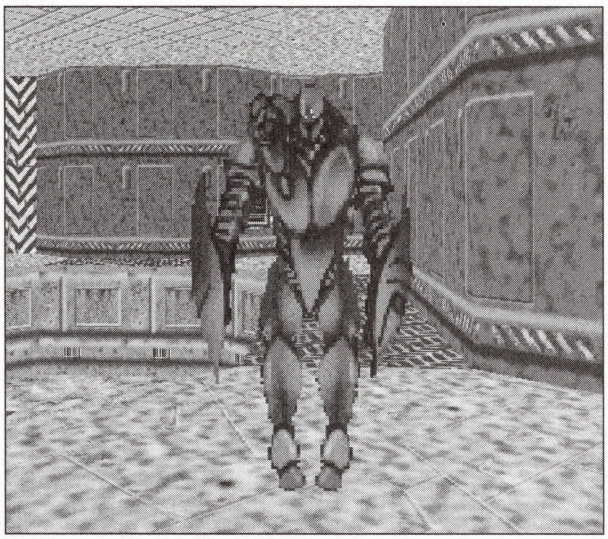


Figure 4-7 *Hunters can be stopped with a grenade or other explosive device, which will sometimes obliterate many at once.*

Hunters

Hunters are Fighters that have been bred to become elite Pfhor warriors. Encased in a crustaceous exoskeleton, these ruthless villains fire their shoulder-mounted plasma cannons with extreme tenacity. While Brown Hunters tend to fire their cannons at a manageable pace, Green Hunters unleash their plasma cannons with an unbridled frenzy. Throw everything you have at these guys, especially the green ones. But whatever you do, don't stand still. Keep moving!

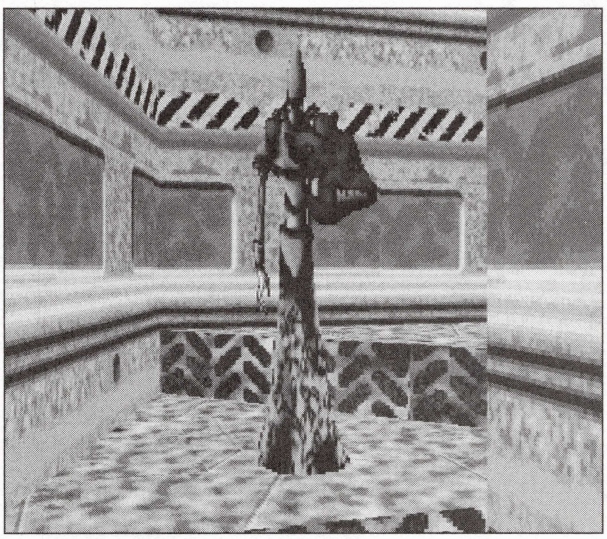


Figure 4-8 *Kill the Enforcer and get its really cool alien weapon. Yes!*

Enforcers

Enforcerers are the Pfhor royal guard. They're not very fast, maybe even a little clumsy, but their deadly alien weapons can put holes in you faster than you can say, "Mama, help me!" Enforcers are not very difficult to destroy, but be sure to use a machine gun, pistol, or other nonexplosive weapon so you can retrieve the Enforcer's weapon when it dies.

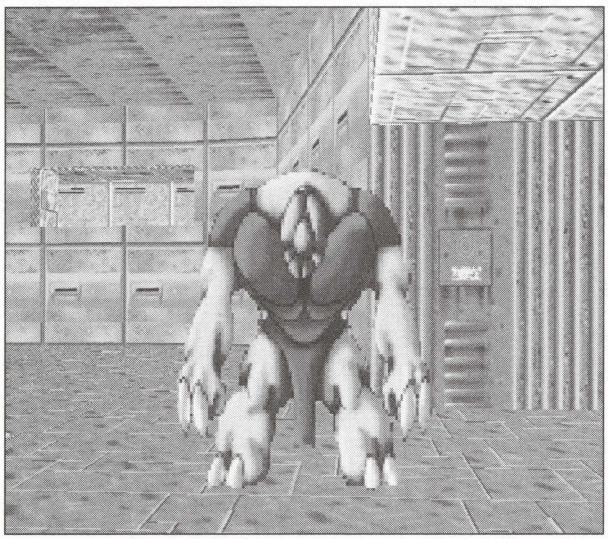


Figure 4-9 *The ultimate ammo wasters. Avoid killing them if you can.*

Hulks

They're big, they're bad, and they're purple. Nice color coordination! Seriously, these slow behemoths carry no weapons but instead use their immense size and hammer-like claws to pound you into the ground. Don't waste your valuable ammo on these guys unless you absolutely have to. Instead, clear out the other aliens and go about your business. Hulks move at a snail's pace, so by the time they reach you, you'll have finished your mission on that level. Also keep in mind that, because of their size, they can't squeeze into many of the corridors or hallways to chase you down.

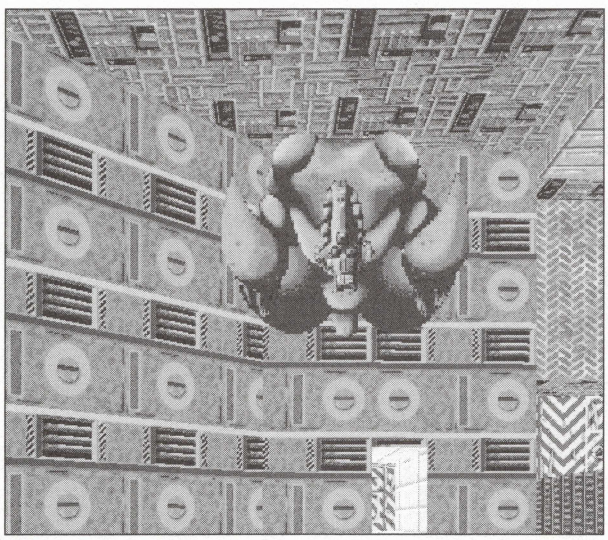


Figure 4-10 *Death from above! You do have your rocket launcher with you, don't you?*

Juggernauts

Be afraid, be very afraid! Juggernauts, or *Death from Above*, as I like to call them, are blimplike creatures of mass destruction. Usually hovering high in the air, Juggernauts launch their (gulp) guided grenades at you with resounding persistence. To make matters worse, they're also armed with machine guns. So how can you defeat them? Answer: the Spanker, or rocket launcher, is probably your best bet. Once you get a Juggernaut in your sights, fire two rockets in quick succession and then get out of there as fast as you can. (He'll no doubt fire inbound grenades the second he sees you.)

After you've killed him, you'll hear what sounds like a garbage truck backing up, and in a way, that's exactly what you'll be hearing. Run as fast as you can to avoid being incinerated in the immense explosion that will occur when his body hits the ground.

M.A.D.D. (*Marathon*-Automated Defense Drones)

Not everything that moves in *Marathon* is out to kill you. On some levels, where the action is thick, you'll get help in the form of Defense Drones. These single-minded robots cruise around in search of bad guys and use their guns to plow them down. When at all possible, let the Defense Drones do the dirty work for you and save your valuable ammo. For example, if you run into a battalion of bad guys, get behind the Defense Drones and let them go about their business.

Unfortunately, not all Defense Drones are on your side. In fact, some have been reprogrammed to attack you! You can usually tell the difference by looking at their legs. If they're blue, it's a trustworthy Drone; if they're green, look out.

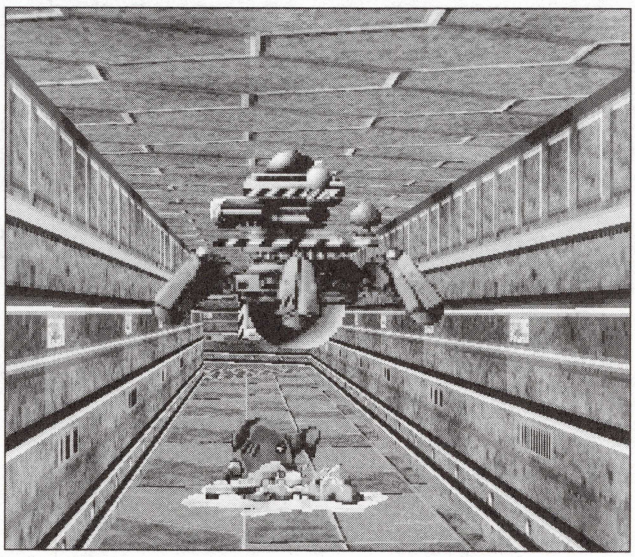
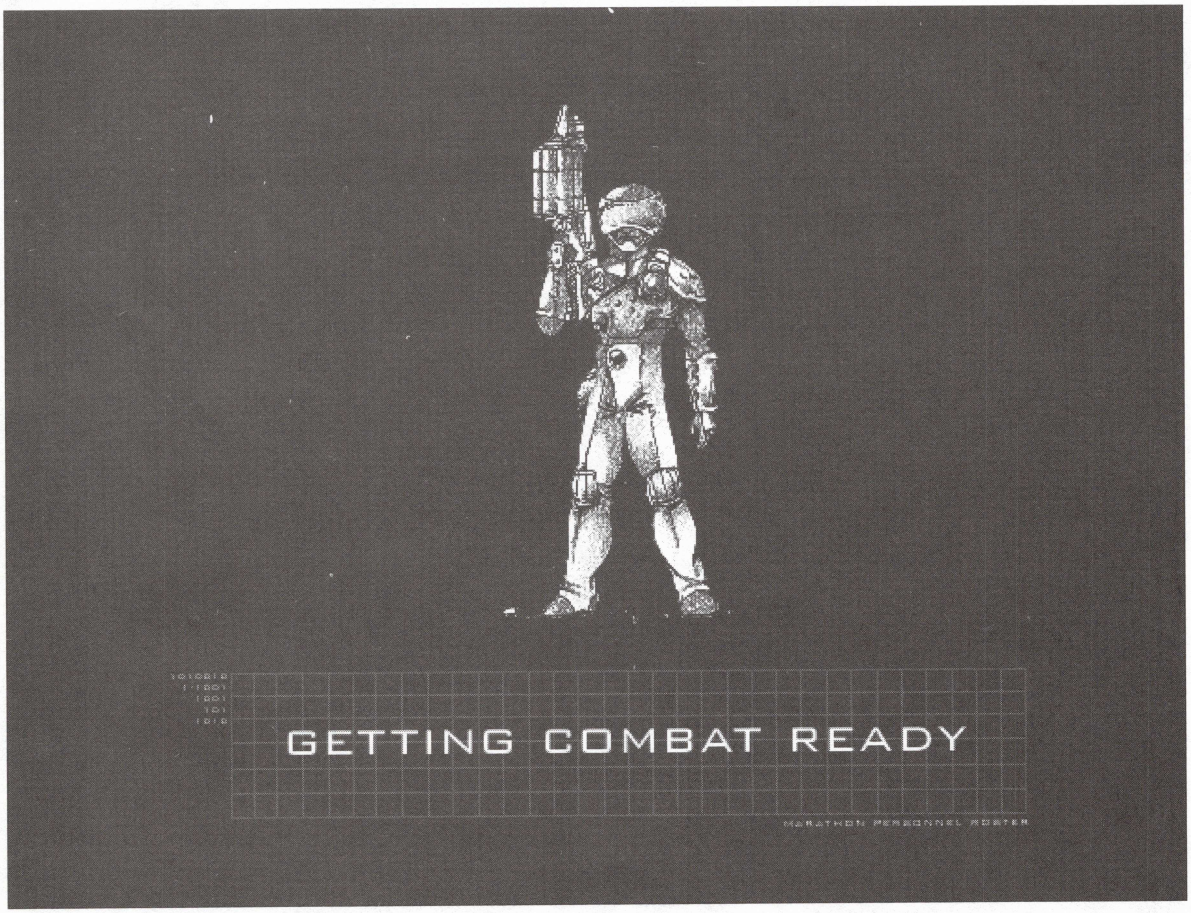


Figure 4-11 *Try to let the Defense Drones do the dirty work for you.*


GETTING COMBAT READY
MARATHON PERSONNEL ROSTER

CHAPTER 5

GETTING COMBAT READY

Pity we don't have six weeks to put you through the rigorous basic training that most security officers go through. Unfortunately, there's no time for that. Too many innocent lives are being destroyed on the *Marathon*, and we've got to get you there as soon as possible. But I'm not going to let you enter that alien-infested hellhole without some rudimentary knowledge of how to put up a good fight. So listen up!

Basic Movement

Marathon is a unique game in that it tries to simulate a real-time environment with real-life physics. Its complex physics model allows you to walk, run, jump, and climb stairs all at the touch of a few keys. At first, be warned, using a keyboard to get around will feel unnatural. The sheer number of keys you'll need to learn to control the game will seem overwhelming, and you'll find yourself repeatedly crashing into walks and firing at thin air. But don't let this worry you. It took me a few weeks to learn how to use all the key combinations without having to look at the keyboard. With time, however, it became second nature. Learning to walk, run, and jump in real life took some time, too, so don't be discouraged if you find it difficult at first to do the same things using a keyboard.

Your first step in learning how to control the game is to get comfortable with your hand placement. In this configuration, the default keyboard settings are used, except that the [Caps Lock] is pressed so you can stay in "run" mode. You can use your right hand to maneuver the keys that will move you left, right, forward, and backward. Meanwhile, your left hand can fire weapons, sidestep, torso-twist, and look up and down. Remember the "p" word . . . practice!

Situational Awareness

As all security officers know, being aware of your current situation is absolutely vital to your survival. This means not only being aware of your general surroundings, but staying continuously aware of the status of your weapons, your health, and all movement around you. The best way of doing this is to always keep a close eye on your weapons status, your health bar, and your motion detector.

Weapons are your bread and butter. Without them and sufficient ammunition, you are bound to be munched. Make sure you explore every square inch of all the rooms and corridors in *Marathon* thoroughly. If you're getting low on ammunition for a certain gun, switch to another that you have plenty of ammunition for. It's also a good idea to save your high-powered ammunition—such as

grenades, rockets, and napalm canisters—for the last five levels of the game.

Keeping aware of your shield status is equally important. When your shield gets low, find a recharge station as soon as possible and then save your game immediately if there's a save station nearby. This way if you're killed, you'll have a full shield when you reincarnate. As mentioned earlier, always try to maintain your shield at maximum strength, even if this means going back to a recharge station a few thousand times. It can't be said enough.

And by all means, learn to use the motion detector, since it will tell you in what direction danger is coming from. Use it or lose it!

Automapping

By pressing [M], you can activate the *Marathon*'s live automapping feature and also use the plus and minus keys. The map will show you an overhead view of all the areas you've visited. The more places you've been, the more territory the map uncovers. Your present location will be designated by a red arrow, and civilians will be shown as blue squares. Unfortunately, the aliens do not show up on the map.

The map is a very useful feature that it would definitely behoove you to use. If you get lost or need to backtrack, it will show you where to go. It will also provide clues on where doors, platforms, computer terminals, and recharge stations are located.

Basic Fighting Techniques

Now, I know you're eager to start hunting down Pfhor, but I've got just a few more tips before you enter the combat zone. After all, a good security officer cannot survive by just fighting hard; he must also fight smart if he expects to survive and conquer. I've gathered up a few useful fighting techniques to help you catch the aliens off-guard. Not all of them will work against all variety of aliens, but using combinations of them will definitely better your chances of winning battles. Remember: practice and persistence!

Peek-a-Boo

The first technique you should absolutely learn is what I call the peek-a-boo. Most of the aliens onboard the *Marathon* and the Pfhor ship are standing guard in various places and react when someone walks into the area they are protecting. They essentially wake up to the disturbance (you) and begin fighting. What you want to do when you enter a room or an area you haven't been in before is to pop your head in and out quickly and wait for a reaction. If you sense no movement on your motion detector, proceed with caution. But if you do see movement, get ready for battle!

Strafe and Dodge

Strafing and dodging involves firing your weapon and sidestepping at the same time. One of the things you'll learn early on in *Marathon* is that the aliens fire straight at you. In other words, they don't have the ability to lead their targets like human opponents do (more on leading targets later). They simply fire at where you happen to be one moment and don't anticipate where you'll be the next. So when you see an alien coming at you and he stops to fire, wait for him to fire, then sidestep away from the incoming projectiles and begin firing back. Move back and forth, sidestepping and firing, until you've killed him. But don't try this tactic with any aliens that fire grenades (Troopers and Juggernauts); it's literally impossible to dodge grenades when you're moving back and forth.

Backing Up

It might sound a little wimpy, but backing up and firing is another useful technique. This is especially effective if you're being attacked by a large pack of aliens, all firing at once. Backing up gives you enough time to dodge incoming shots, reload your weapon, and retreat if necessary. When in doubt, back up!

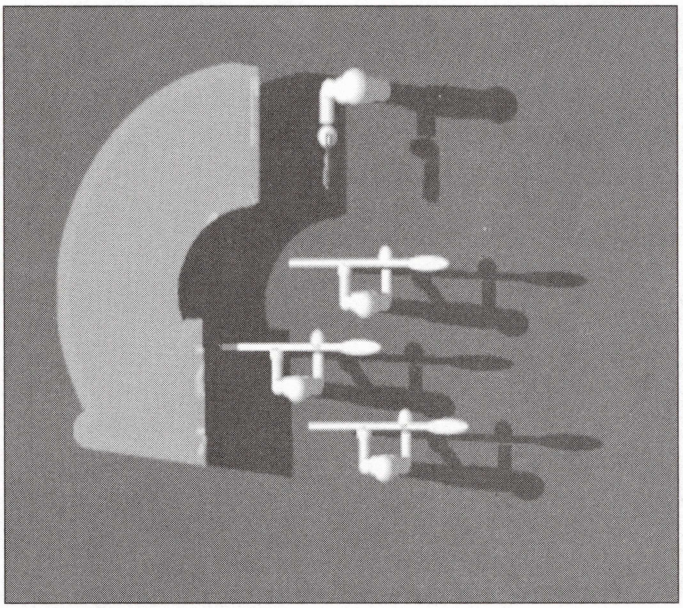


Figure 5-1 *Circling*

Circling

Circling the aliens is a bit of an advanced technique that works well against Fighters and Hunters. When you see a number of these aliens coming at you, begin firing. If you haven't killed them all by the time they reach you, run behind them in a half-circle, firing from each endpoint. Repeat this tactic until you finish them off. Figure 5-1 shows how you can go about doing this.

Leading Your Target

Anyone who's ever hunted knows how to lead a target, and since you're essentially hunting Pfhor, you should know how to do this, too. Leading your target means firing your weapon not directly at your target, but at the position where you expect it will be when the projectile reaches it. Since the aliens in *Marathon* are constantly moving, this

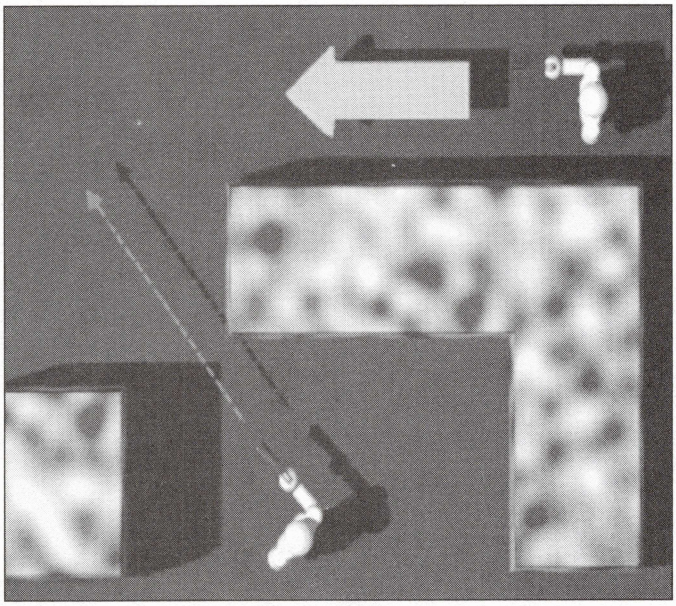
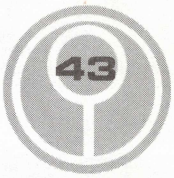


Figure 5-2 *Leading Your Target*

tactic comes in handy, especially when firing rockets and grenades. Figure 5-2 shows how to lead a target.

Berserking a Monster

Berserking a monster is a bit tricky to do and works on only a few select species. It involves shooting an alien a number of times until he reaches his breaking point and literally goes berserk. When an alien is berserk, he will try to kill anything in his path, including aliens of his own kind. Here's a typical example of how berserking an alien can work for you: you see about a dozen Blue Fighters coming at you. You whip out your pistol and start shooting at one of them until he goes berserk. You'll know this has happened when his movements suddenly become extremely fast and jerky. He begins to swipe at anything that moves, killing the rest of the aliens. When he is the only one left, kill him. You've saved yourself a mound of ammo by berserking one monster and letting him do the dirty work for you.



Keep in mind that monsters sometimes accidentally berserk each other. For example, if a few projectiles from a Blue Fighter hit another Blue Fighter by accident, the Fighter being hit will go berserk. To practice berserking monsters, try it on the first level of *Marathon* by firing at one of the Purple Fighters.

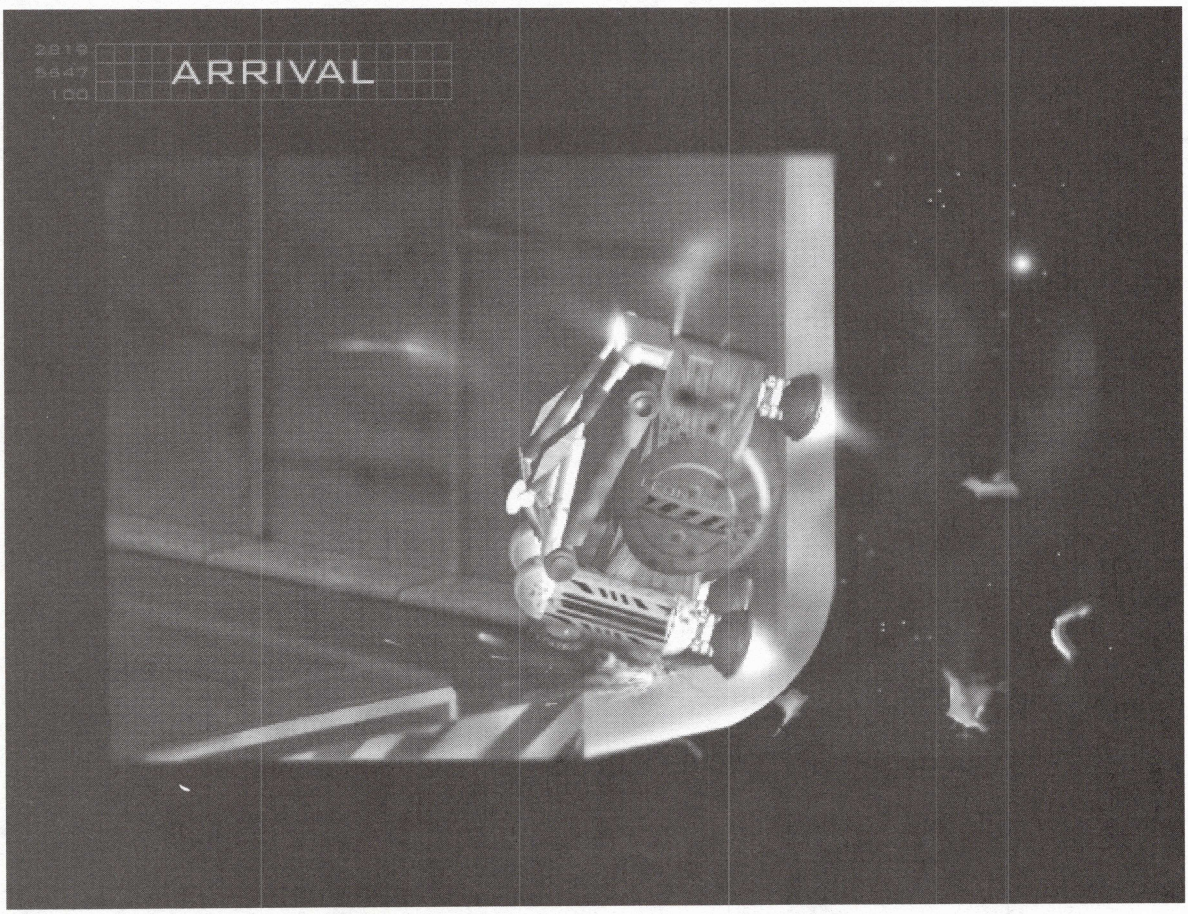
The following aliens can be berserked:

- Purple Fighters
- Blue Fighters
- Green Troopers
- Purple Troopers
- Defense Drones

THE TOP TEN PRE-CARNAGE LIST

OK, so you didn't have time to go through basic training. But if you remember anything at all from our little briefing session, remember these tips. They'll prepare you well for entering the combat zone.

- Keep an eye on your shields, ammo, and especially your motion detector at all times.
- Learn to strafe and dodge. This involves firing your weapon and sidestepping at the same time. If your shields get low, find a recharge station ASAP.
- When in doubt, don't be afraid to back up. This will give you time to reload, switch guns, and dodge incoming fire.
- Use the peek-a-boo technique when entering uncharted areas.
- Learn to switch guns quickly by pressing [7] and [9] on the keypad.
- Conserve your ammo, especially in the early levels. You'll need this precious commodity later.
- Learn how to berserk monsters.
- Use the computer terminals for clues.
- Practice!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ARRIVAL

CHAPTER 6

NEXT STOP: *MARATHON*

Things never go quite as planned, do they? Just as you're settling back to enjoy your ride on the *Mirata*, the interplanetary shuttle taking you from the human colony Tau Ceti to the interstellar colony ship *Marathon*, the AI Durandal brings startling news. It seems that your destination hangar has been decompressed, and all attempts at radio communication with the colony are jammed. Then a voice over the shuttle's intercom system informs you that an explosive decompression of the *Mirata*'s main cabin will occur in one minute. As you race for your space suit, you realize that *Mirata*'s engines have been activated, putting you on a collision course with the *Marathon*.

Fortunately, you're a quick thinker. You jump into your suit just in time to survive the decompression, and see an alien fighter fire a mis-

sile right in front of you. Without skipping a beat, you jump into the *Mirata*'s maneuvering pod, which is directly behind you, and are immediately jettisoned by the ship's onboard computer.

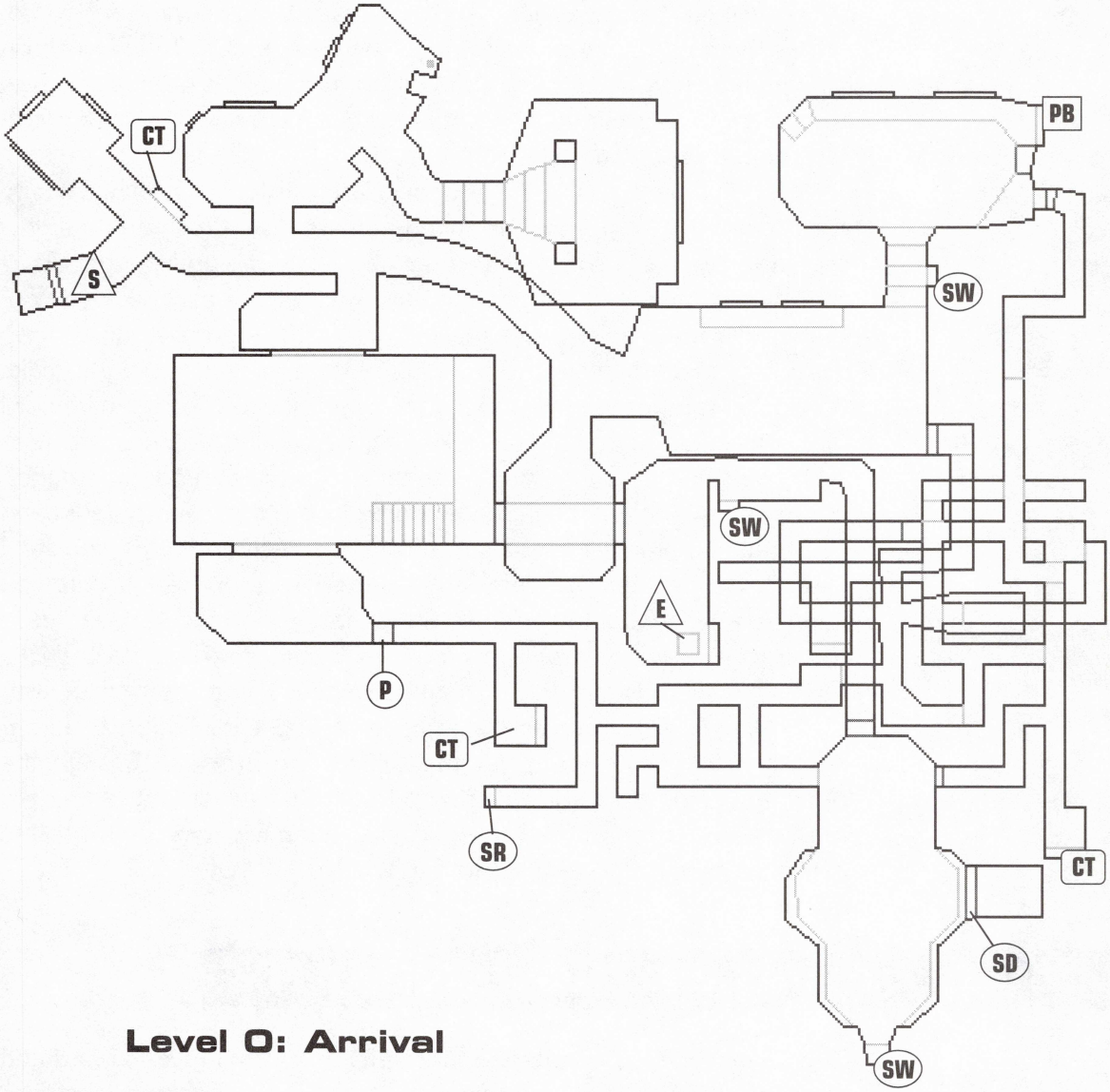
The alien ship floats by the pod's window but apparently doesn't distinguish you from the shuttle's debris. After some time, you steer your careening vessel toward the *Marathon*. During the trip, Durandal taunts you with threats of disclosing your whereabouts to the aliens. Ultimately, he decides against it. How nice!

About half an hour later, you arrive at the *Marathon*, and, sure enough, your hangar bay has been decompressed. You force open a nearby airlock, take out your pistol, and begin to look for answers. Why did Durandal want to turn you in? Was it just a coincidence that his announcement about the hangar bay and radio jam came right before the appearance of an unknown enemy? What is happening aboard the *Marathon*?

LEVEL 0: ARRIVAL

Once inside the ship, you find yourself standing in front of a computer terminal. Could it contain a clue? Move forward and activate it by hitting Tab. As you're reading the message, you notice a Fighter approaching stealthily to your left. Turn and take him out. Most of the aliens on this level are pretty tame so if you want to conserve your ammo, defend yourself the old-fashioned way: with your fist. If you check your motion detector, you'll soon see a few more Fighters approaching from behind. Turn around and surprise them with your best left hook. On your left is a dark room with a staircase leading to more Fighters below. Don't go down! Once they see you at the top of the stairs, back up and wait for their lame parade to ascend. Pick them off one by one, and then take the stairs to the pile of ammo on the left. How nice of them to replenish your supply!

Back upstairs, turn left and go straight until you enter another dark room. On the far right, you'll find more ammo. Grab it. Uh, oh, more stairs to your left. This place is like a maze. Pop your head in and back up, as before. (Hey, it worked once.) Predictably, a few



Level 0: Arrival

S	SW	PB	SR	T	OR	P	SD	CT	E
Start	Switch	Pattern Buffer	Shield Recharge	Tele-porter	Oxygen Recharge	Platform	Secret Door	Computer Terminal	End

aliens will start their attack. As soon as they enter the dark room, knock them out. Now go halfway up the stairs and pull the switch on your right. This will activate a moving column in the next room. Run to your left and climb yet another set of stairs until you come to a pattern buffer. Save your game.

On your right, you'll see a door. Carefully touch it to make sure it's not hot . . . wait a minute, wrong emergency. Open it and follow the dark, narrow corridor until you reach a hallway on the right. Take the elevator and follow it until you see a Compiler approaching you. Eliminate him and then get the ammo in the room he came from. Turn around and make a left and then a right. Now go straight, make a little "S," and take a left and then a right until you come to the third gas station on your left. (Just kidding.) Actually, you'll come to a recharge station. Charge up if you have to. Turn around, go straight, and make two lefts. You'll notice a hole in the floor; jump down and collect all the ammo in the room below. Go back up the elevator and take the second right, then a left, another right, and a left until you come to a ledge that drops down into a dark room. If you peek out to the right, a few Fighters will wake up and start attacking you. That's OK—this ledge is the perfect spot to snipe a few of them with your pistol. If you're a poor shot, jump down and battle them head-on. After you eradicate them, hit the switch and proceed through the opening behind you. You'll come up to another switch; hit it. Go into the next room and kill off the two remaining Fighters. Activate the computer terminal to teleport to the next level. Whew!

LEVEL 1: BIGGER GUNS NEARBY

The teleport deposits you in a dark, grayish room. Move forward and then to the left. Amidst all this gloom, you'll see a shimmering light ahead. Take out the Fighter hiding behind the second pillar on the right, just before the bright light. If you used your gun instead of your fist on this alien, another one will approach. Kill him. Enter the room with the computer terminal and read the message from Leela.

Now turn right and leave this room, heading toward the left. That's

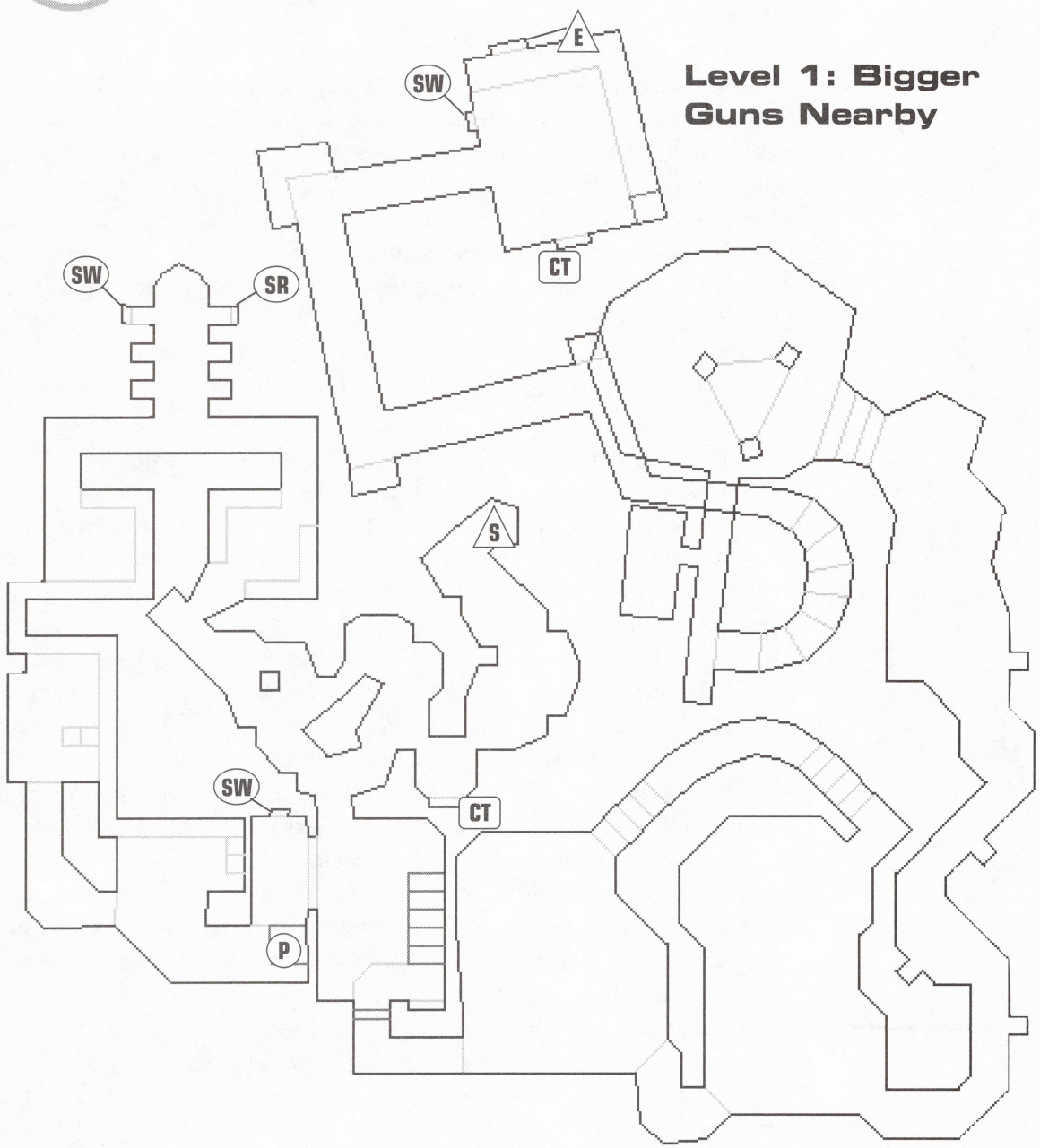
an interesting red-and-white striped doorway up ahead. Fight the impulse to explore it and instead keep going straight toward another brilliant light at the end of the hallway. Two Fighters will be hiding on small ledges facing you. Sorry, fellas. Take 'em out and go into the room. After you've rounded the corner, look into the room on the right. Three more Fighters will begin to attack. After you've eliminated them, pick up the assault rifle at the far end of the room. Now turn around and retrace your steps. You'll find a shield recharge station in the first column on the left. Recharge yourself if you need to.

Now exit this area and proceed to the right. You'll enter a greenish room with a Fighter lying in wait. Do what you have to do and then give the same treatment to his three friends approaching from the far right side of the room. Run toward the opening on the right into the next room. Jump down, get the ammo next to the column, and then go back up the stairs and toward the right. When you enter this room, another Fighter will come at you. Kill him and then drop back into the room below. A platform here leads up to another room with a switch in it. When you pull this switch, a stairway rises right up out of the ground. Go all the way back from where you came until you reach that red-and-white striped doorway again. This time, go in. Climb the stairs and save your game at the computer terminal.

Proceed to the right and open the door. Enter and jump down into the next room. Kill off as many Fighters as you can and go down the staircase. Around the corner you'll encounter more Fighters. Shake them off and climb the stairs into another dark room. At the far left end, you'll see a corridor that bends to the left and then to the right. Two more Fighters are lurking in this "S"-shaped hallway. Greet them accordingly and then brace yourself before entering a room with a Compiler and a few Fighters. Once they're out of the way, you can move north toward a room containing a triangular object and a blue floor in the middle. Watch out for another Fighter here. They're crawling out of the woodwork. Go into the hallway on your left and eliminate yet another Fighter who will greet you as soon as you set foot into this corridor. Keep running. Before you reach the end, you'll see a staircase on the left. Three Fighters will approach. Deal them their punishment and then follow the long staircase down.

Make sure you've got your assault rifle ready—you're about to be

Level 1: Bigger Guns Nearby



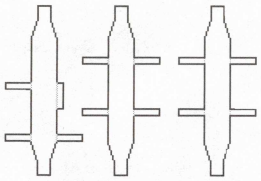
S	SW	PB	SR	T	OR	P	SD	CT	E
Start	Switch	Pattern Buffer	Shield Recharge	Tele-porter	Oxygen Recharge	Platform	Secret Door	Computer Terminal	End

ambushed. After you enter the hallway, three sneaky Compilers will drop down between the second and third openings from above. The only way to survive this attack is to run into this hallway and then out again very quickly. When the first Compiler descends, pull the trigger and then wait for his unsuspecting cohorts. Get rid of them and proceed toward the hallway leading to a room with a veritable Fighter convention going on inside. Break up the party and enter the room. On the opposite end, you'll see a switch. Pull it to summon the platform. Go to the computer terminal and teleport out.

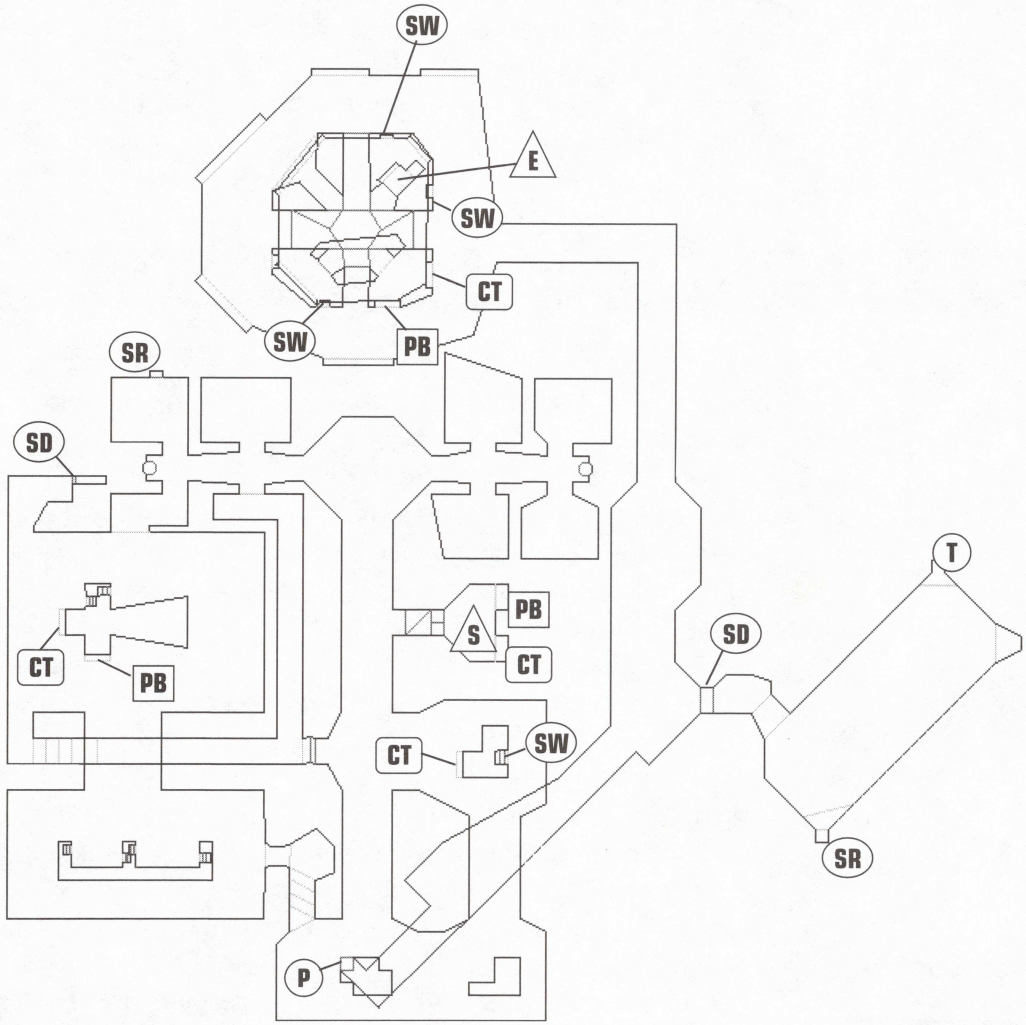
LEVEL 2: NEVER BURN MONEY

Once again, you'll find yourself facing a computer terminal—actually, two of them. Activate the terminal on the right and read the message from Leela. Then save your game using the pattern buffer on the left. Open the door on the opposite end of the room by hitting Tab. Go inside and turn right. What's that annoying buzzing? It could only be those two Wasps, waiting ever so patiently; give them your best swat and then keep moving toward the right. A warped, alien version of the old game show *Let's Make a Deal* lies ahead; you'll see a hallway with entryways leading to four rooms and a spinning, striped cylinder at the end. Eliminate the four Fighters coming at you and then duck into door number Two on the right. Jackpot! Claim your prize—a mound of ammo—and then wait for the alien bandits to try to ruin your fun. Show them who's boss by killing them and then go toward the other end of the hallway, which also has a spinning striped cylinder. If that's supposed to befuddle you, it's a pretty lame attempt. The second room on the right has a recharge station; take advantage of it if you're low on shields.

After you've recharged, head back out into the hallway and go through the second room on the right. Follow the next hallway past the stairs. When you turn to your right, a few aliens will attack. Kill them and save your game at the pattern buffer. To the left of the computer terminal, you'll see a closed panel. Go up to it and press Tab to retrieve the first Defense Center Repair Chip.



Level 2:
Never Burn Money



S	SW	PB	SR	T	OR	P	SD	CT	E
Start	Switch	Pattern Buffer	Shield Recharge	Tele-porter	Oxygen Recharge	Platform	Secret Door	Computer Terminal	End

Proceed east into another room. Here you'll find still more closed panels. Open all of them to retrieve the second chip and some ammo. Snatch more ammo from the room's southwest corner and then hit Tab on the third wall panel to reveal a secret area with even more ammo. Grab it. (The least they could do is make this challenging.)

Booty in hand, go back up the stairs and open the door. Eliminate the aliens and then read the message on the computer terminal in front of you. Back up a bit and walk toward the right. You'll see a flashing light in one of the pillars. Walk into the light. A platform will activate and take you to the floor above.

Be on the lookout for Fighters and Wasps as you follow this long, dark hallway. You'll encounter several of them along the way and then you'll run into a few more Wasps, a Compiler, and some more Fighters ready to greet you at the end. Take them all out and walk into the next room. When you do this, you'll inadvertently alert a few more Fighters to your presence. Get rid of them.

After you've eliminated all the aliens, save your game at the pattern buffer and recharge yourself at the recharge station, both of which can be found along the outer edge of the building. Now activate both switches found along this same edge. One will turn on a light and the other a platform in the middle area. Take the platform up and walk onto the southeast ledge. Here you'll find another platform, which will take you up to another level. Exit with caution: a Fighter and two Wasps will be waiting to attack you from the right. Wipe them out. You'll notice a single switch in this area; pull it. Now turn around, creep left until you see a hole in the floor on the right and jump down it. If you should happen to fall off the ledge, get back on the first platform in the middle area and try again. Straight ahead, one of the pillars opens to reveal the third chip and a computer terminal. Grab the chip and activate the computer terminal to teleport to the next level.

COUNTERATTACK

CHAPTER 7

COUNTER-ATTACK

LEVEL 3: DEFEND THIS

The teleport sets you down in a brightly lit hallway with a computer terminal straight ahead. You'd better check it out—there might be a message in it from Leela. Once you've read it, you can start scoping the place out for Fighters. It doesn't take long before one of these thugs tries to pound you. Give him a taste of his own medicine and then enter the dark hallway. Three of his friends will attack, one coming from the little room on the left. Get rid of them all and then walk into the brightly lit room on the right. How nice—they left you some

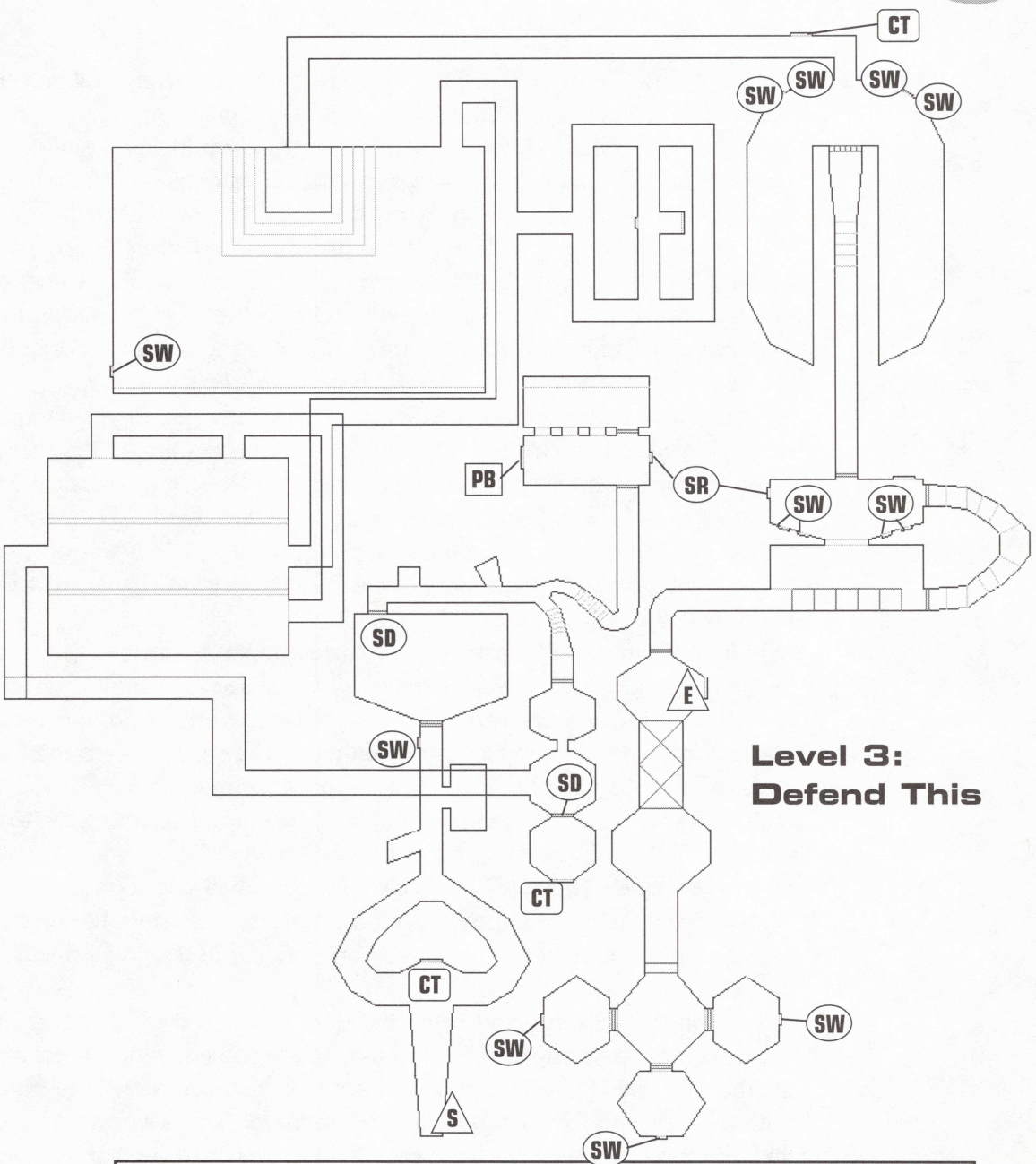
ammo! Go back into the hallway until you come to a switch on the left. Pull it to open the door.

I'll let you in on a little secret: the next room is a trap. The floor will slowly rise when you enter it, crushing you like a tomato in a garbage compactor. Ah, but there's a secret door! Carefully walk into the room and move toward the upper left corner. The hidden door is two to three feet to the right of the north wall. Keep hitting Tab until you find it and enter. Keep in mind that the door is about two feet off the ground so you won't be able to open it until the floor has risen for a few seconds.

Once inside the door, turn to the right, and you'll see a small elevated room on the left. These Fighters sure are lousy at hide-and-seek. Spoil this hoodlum's ambush plans and casually take him out as you walk by. His partner in crime will approach. Bid him farewell and walk up the hall until you reach a fork in the road. Take the left hallway up. You'll come to a room with a pattern buffer, a recharge station, and a smaller room with guns and ammo. Save your game, recharge, and collect all the ammo you can.

Return to the fork in the road and this time take the hallway on the right, which will lead you to a series of orange octagonal rooms. When you enter the second one, six Fighters will charge from the hallway on the right. Kill them, but before you leave, check out the south wall. If you keep hitting Tab you will find a hidden door here. Read the message on the computer terminal behind it and pick up any ammo you might find. Now follow the hallway until you come to a platform. Take it up and follow the next hallway down until you see a wide passageway with guardrails on either side. This would be an excellent place to take a little pause. Instead of charging hastily into this area, let the Fighters come to you and then cleanly pick them off as they approach. Now you can run to the entrance on the opposite end and simply ignore the futile attacks from the Fighters who are stationed on the outskirts.

Of course, you can't ignore *all* of these alien foot soldiers. When you enter the green hallway, a sly Fighter will be waiting to the left. Turn and kill him. Another should approach; do the same. Keep walking down the hallway—killing any Fighters you encounter—and enter the first corridor on the right. As you kill more Fighters, go to


CT
SW
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Level 3:
Defend This
S
Start
SW
Switch
PB
Pattern Buffer
SR
Shield Recharge
T
Tele-porter
OR
Oxygen Recharge
P
Platform
SD
Secret Door
CT
Computer Terminal
E
End

the right and then make a left. About halfway down this hall, you'll see a recharge station on the left and a Compiler facing a computer terminal on the right. Ignore the Compiler (the terminal is busted and contains no useful information) and use the recharge station to gas up on shields. Afterward, return from where you came and make two lefts. You'll see a long hallway with a line of ammo stretching out in front of you, practically calling your name. Pick it up and conduct a general surveillance of this area until you find the exit. Make a right and follow the hallway until you come to a blue room with an orange stripe on the far wall. Could they be some alien's college colors?

As might be expected, a few Fighters will begin to attack the moment you enter. This time, however, the numbers are a little more balanced: two Defense Drones have been kind enough to help you out. Get out of their way so they can do your dirty work. (They enjoy it—*really*.) After they've finished mopping up, hit the switch on the southeast corner and then brace yourself: the floor will lower, revealing a new doorway.

Open the door and destroy the four Fighters preparing to pounce on you. At the end of this long hallway, you'll see a computer terminal on the left. Activate it to read the message from Leela and then continue into the next room. Two Compilers will be lurking on the far ends; be sure to take them out. When you stop to look around, you'll realize that this must be some kind of alien control room. Near the entrance, on both the left and right sides of the room, you'll see a pair of switches. These switches activate four small doors on the tan-colored wall. As you face the switches, activate the far right switch, and then the one next to that. When an opening in the wall appears, jump through it.

Go down the steps and open the door. Kill the three Fighters in the next room and any other aliens that might come through the door on the left. You'll see four more switches in this room, as well as a pattern buffer and a recharge station. Recharge and save the game. Hit the right switch on the left side of the room and then go to the door on the left. Open the door, kill any remaining Fighters, and then go on to the next room. Hop on a platform and keep walking until you come to another door. Open the door and enter.

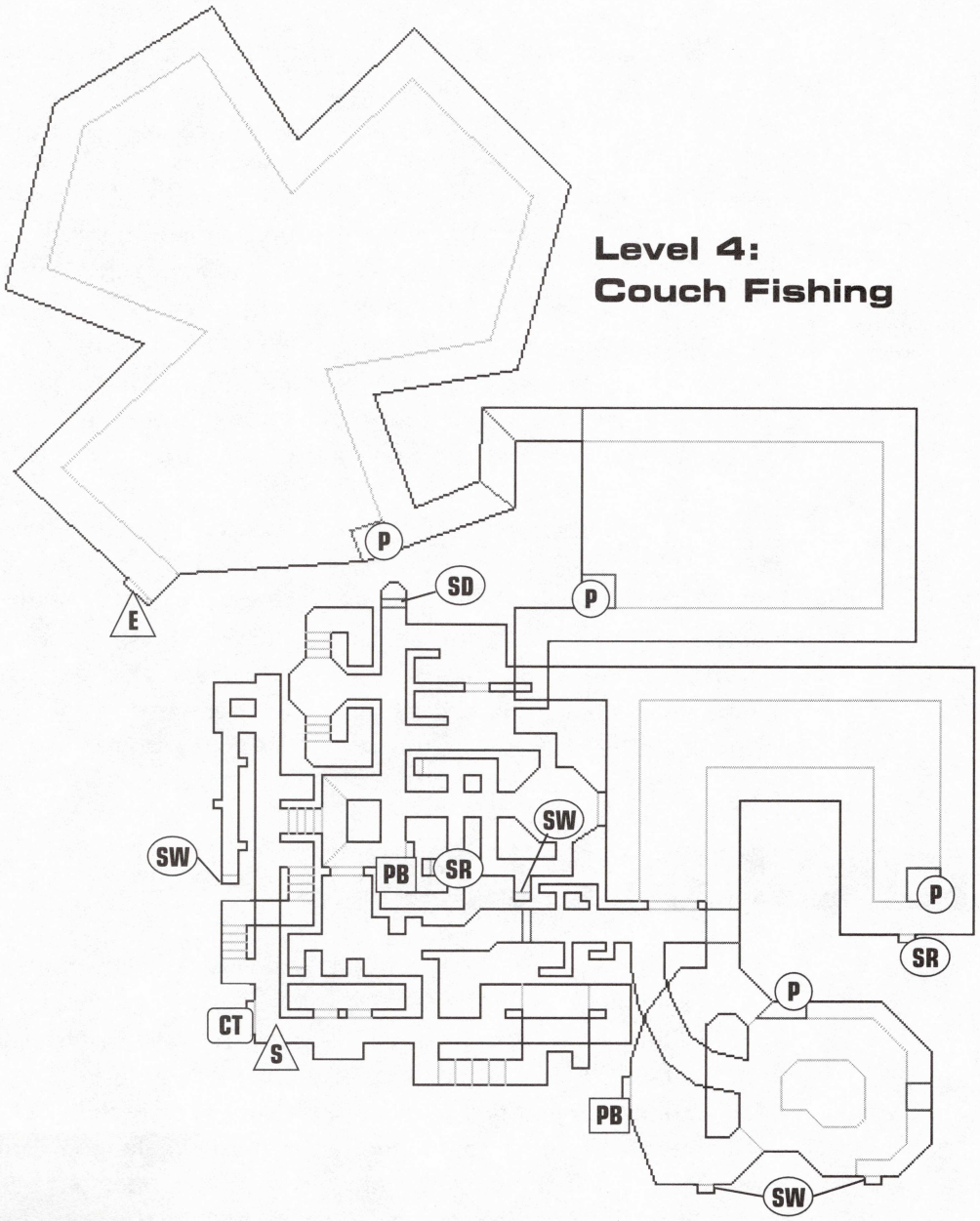
Ahead, you'll see three huge, crushing shafts moving up and down. You definitely do not want to get caught under one of them, but you have to get beyond these things somehow. Notice the computer terminal on the left; you'll want to come back to it later. In the meantime, though, you're a little preoccupied with these shafts. Actually, they're easier to negotiate than you might think. If you look closely, you'll see that there are two gaps along each side of them. Check the map by hitting [M] to get a better view. Walk up to either the left or the right side of the shafts. Now wait for the first shaft to rise, take two or three steps forward, and stop. Wait for the second shaft to rise and do the same thing. Repeat the procedure on the third shaft until you get through. Now mop up all that sweat from your forehead.

Go through the next door you see, and you'll come to three more doors. These aliens really love these mystery door scenarios, but this time all you'll get are booby prizes. Pick a door and open it. Three Fighters and a Compiler will attack; kill them and repair the circuit on the wall by hitting [Tab]. Do the same thing with the remaining two doors. After you've repaired all the circuits, go back to the computer terminal that you noticed by the shafts and teleport out.

LEVEL 4: COUCH FISHING

You are standing in the corner of two hallways facing north. If you don't have your assault rifle in hand, now would be a good time to get it out. Within a few seconds of your landing, a single Fighter will come to greet you. Who told them you were coming? As soon as you begin firing at him, you'll notice multiple signals on your motion detector. A five-Fighter welcoming committee has come to make your stay more enjoyable. Thank them kindly with your assault rifle, but be careful with that renegade trying to sneak up on you from the right. Finish off this hospitality party before activating the computer terminal on the left. The message from Leela instructs you to activate three control switches on this level.

Level 4: Couch Fishing



Chapter 7 Counterattack

Something tells you your presence is no secret. Run all the way down to the end of the hall and make a left. Two Fighters and a Trooper will come at you from the left—kill them quickly. At the end of this narrow corridor, you'll find the first switch. Hit Tab; then turn around and get out of the corridor and back to the hallway. Don't overlook the small room just before the stairway on the left; the Fighters left you some ammo there. Pick it up and then head up the stairs. Turn toward the right until you come to a pattern buffer. Get rid of the two Fighters standing in your way, and save your game. If you turn right and follow the hallway until you're directly behind the pattern buffer, you'll find a recharge station; replenish your shields here. Now back up and keep going straight into another small corridor, tan in color, which eventually dead-ends. Well, well, well, what have we here? A Fighter on the right and the second switch to the left. Dispose of the Fighter and activate the switch. Afterward, turn around, go straight, make a right, and go straight again into another narrow corridor, this one is gray. To the left is another Fighter—kill him. On the right, you'll find a third switch. Make sure you activate it; because it opens an important door downstairs.

If you back up and go straight, you'll enter a room with a flashing computer terminal on the right. Read the message if you wish, although it doesn't contain any pertinent information, and then walk through the small opening to the north until you come to another room. At the far right, you'll notice a lonely looking pile of ammo—pick it up. Something tells you there's more where this came from. Turn around, go down the dark corridor straight ahead and through the next room. When you exit, make a right toward what looks like a dead end. Hit [Tab] and you'll expose a secret ammo storage area. You're definitely developing a nose for this job. Grab all the ammo you can and turn around. Go straight, take the second right, and then go down the stairs. Not bad for a few minutes' work. Make a left and follow the hallway straight, then to the left. Slightly ahead of you, you'll see another hallway with a flashing light on the right and two windows on the left. Take the second entrance on the left, which will lead you into a brightly lit room with a corridor ahead of you. Turning right will reveal another hallway with three Fighters waiting in the

shadows. You've been wondering where they've been hiding. Eliminate them all and then duck into the narrow corridor behind you, on the opposite side. On the left you'll find the remaining switch—hit it. Now go back into the hallway where you had your last battle with the Fighters and turn into the first corridor on the right. What's this? Statue practice? You'll come to a room filled with Fighters standing on ledges. You wait for someone to yell surprise but instead, they begin to attack. Don't go in there; you'll stand a better chance if you fight them from the hallway. Sure enough, they run out to get you, and sure enough, you pick them off one by one—all the Fighters plus one Trooper. But the job feels somehow incomplete. Stick your head into the room and then dart back into the hallway. Just as you suspected, your entrance triggers a response from two more Fighters and two Compilers from above. Again, take them out in the hallway.

With the room safeguarded, you can do a little exploring. Go back inside and look around. There's something strange about the ground in here; you notice a grayish patch on the floor and then realize it's a platform marker. Eventually, you'll take this platform to reach the next floor above. For now, take the platform straight ahead. When you get to the next level, pull the switch on the right and then run—*fast*—along the ledge to the end of the room where you saw the patch on the ground. Another platform will take you up. Get off and save your game at the pattern buffer beckoning ahead. Hit the switch, turn around, and backtrack toward the platform you rode up to get here. On the left you'll see a new opening. Walk into it and get ready for some intense combat.

It's a good thing you're not afraid of heights. When you go through the opening, you'll come out on a ledge, and there's nothing to do but follow it. Unfortunately, a Compiler and a number of Fighters expected your arrival. When you round the first corner to the right, they'll attack. When they round the corner, back up and fire. Now, that wasn't a very pretty sight, was it? After you've wiped them out, follow the ledge until you see a recharge station, and use it. Now turn around and jump down into the dark pit. (Close your eyes; your landing will be soft—I promise.) At the bottom, you'll spy a much-needed pile of ammo in the pit's upper left corner. Grab it and take

the platform back up. (Just look for a grayish patch on the ground; the platform will activate when you step on it.)

Follow the ledge until you encounter a Fighter. Kill him quickly and then wait for his friends to show up. (These guys aren't very independent.) Once you've dealt with them, be careful; a sneaky Compiler will slither out of the pit on the left. Destroy him and the remaining Fighters. If you've sustained a lot of damage, return to the recharge station to restore yourself. Again, jump down to the pit (see, it's not so bad) and gather the ammo there. Find the platform and take it back up.

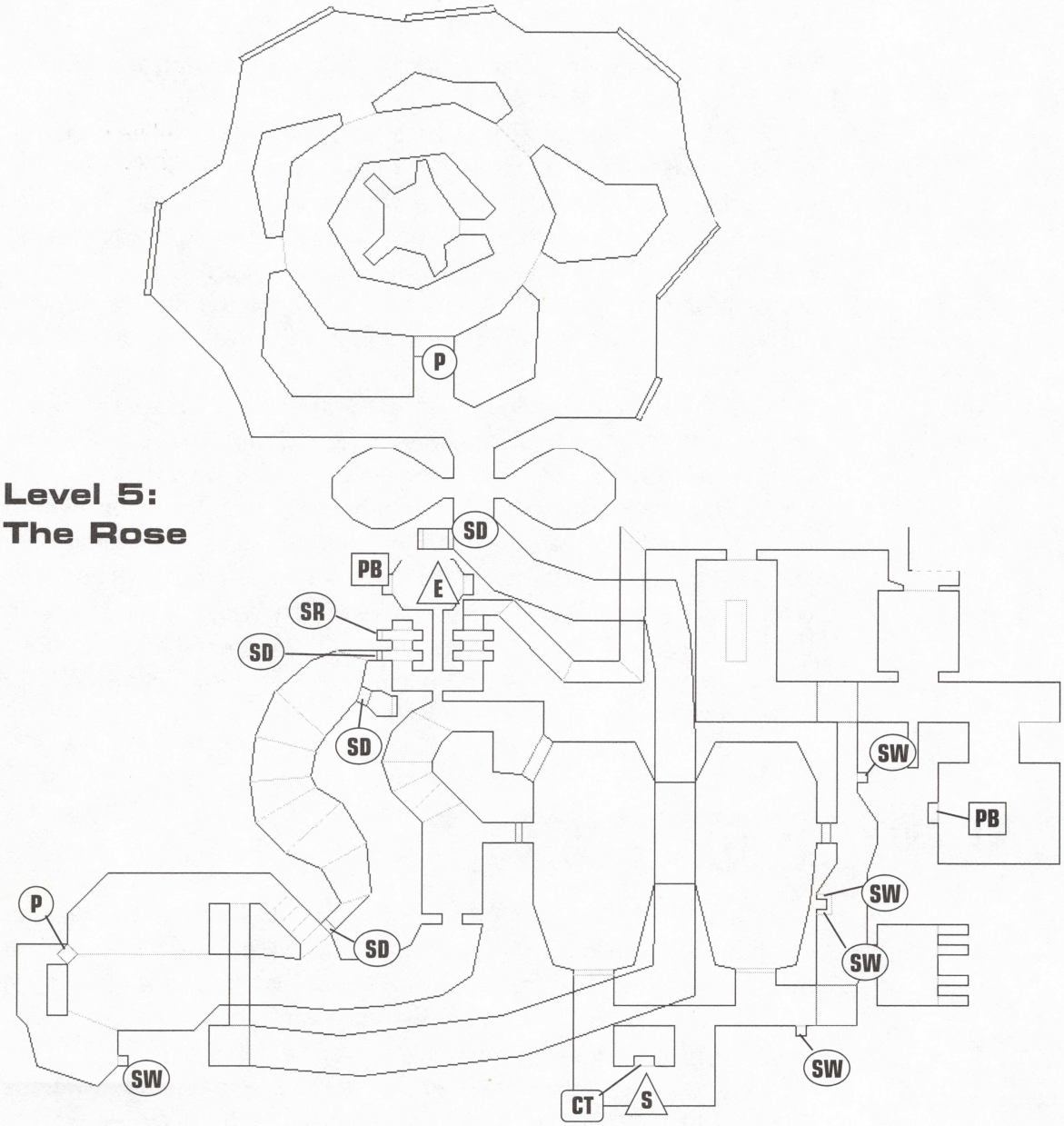
Carefully follow the ledge to the next area, until a door closes behind you. Your motion detector will go haywire. Don't move. The place is infested. Swarms of Compilers, Fighters, and Troopers will begin charging at your ledge. Try to remain calm and wait for them to come to you. When you see them, begin spraying your fire until every last one of these pests is out of your way for good. After you've cleared all the ledges, you'll notice two or three more aliens lurking in the pit area below. Try to ignore them and run along the ledge as fast as you can until you come to a computer terminal. Activate it to escape this hellhole and teleport to the next level.

LEVEL 5: THE ROSE

Once again, you'll be teleported to a computer terminal. (No wonder the Pfhor always know where to find you.) Activate it and read the message from Leela. What's all that racket? If you move toward the right until you see a window on the left, you'll come to a primo skybox view of quite a bloodbath going on below. Hulks and Fighters are duking it out with Defense Drones and civilians, and unfortunately, the home team seems to be winning. Eventually, all the Defense Drones and civilians will be killed, but at quite a price. Few Hulks and Fighters will endure.

You wish you'd arrived sooner to help your team, but you'll just have to chalk that one up to experience and move on. Turn around

Level 5: The Rose



S	SW	PB	SR	T	OR	P	SD	CT	E
Start	Switch	Pattern Buffer	Shield Recharge	Tele-porter	Oxygen Recharge	Platform	Secret Door	Computer Terminal	End

and hit the button on the opposite wall to summon the platform to descend. When you get off, you'll see a door on the right and a switch on the left. Directly behind that switch is another switch; pull it to open the door on the right and enter the room. A Fighter might be lurking on the right; if so, kill him and grab his ammo.

Outside the room, head north until you see a platform. This time, *don't* hit the switch on the right. Take the platform up and quickly enter the first small corridor. In front you'll see a switch; hit it and turn around quickly to face the enemy. A slew of Fighters will begin their attack—but there's no need to panic. Just sit back and fire when they enter the corridor. (They'll never learn to avoid these hallways.) After the Fighters are but a dim memory, two Hulks will remain. Walk out and kill them. You'll find a pattern buffer in the southeast room. Save the game and don't forget to collect the ammo lying on the ground in a corner.

Now you can turn your attention to those three switches you saw earlier. Go back down the platform and hit the first one. This will open the door to that gory arena where the Hulks and Fighters were battling the Defense Drones and civilians. Two Hulks will still be wandering around, shell-shocked. Use your grenade launcher to put them out of their misery. And since it doesn't look like they'll be needing those two piles of ammo lying on the right side of the two rooms, you may as well pick it up.

Run to the north end of this area and open the door. To the left is an entrance to another room and to the right are some stairs going up. Choose the stairs. A pack of Fighters will attack from the top, but you've got them in that hallway trap again. They should be fairly easy to pick off. Once you get to the top, duck into a small entrance on the left. Ahead you'll see another entrance leading into a brightly lit chamber. You can go in, or explore what lies to the left. Now, I don't want to be telling you what to do, but the smarter choice here is probably the left. You'll see another door here, and to the left of that, a recharge station—charge up. Here's another little security officer secret; this place is loaded with hidden doors. The first is just to the left of the recharge station; hit Tab until you find it. Go in and kill the

three Fighters hanging out inside. (Hide-and-seek just isn't their game.) The next hidden door is on the left wall, fairly close to the door you came in from; again, hit Tab until you find it. This door will reveal a computer terminal. Read the message and then head back out, following the hallway south, and hugging the left wall. Eventually, you'll see another Fighter—you know what to do. Your reward will be a shiny pile of booty lying on the left side of the hallway: some ammo and two pistols! Pick up the ammo and one of the guns. You now have double pistols! Hit the Option key to load the second pistol. Now go back to the first hidden door, and the entrance to that chamber you passed up earlier.

In front of the chamber, on the right side of the passageway, you'll see a platform going up. Don't take it up—it leads to an area you've already explored. Instead, collect the ammo someone so carelessly tossed aside and head back to the entrance. This time go into the chamber. You'll find a computer terminal on the right and a pattern buffer on the left. The message on the terminal will inform you that you haven't rescued all the civilians. Remember this area; once you do rescue them, you'll need to return here to teleport to safety.

Now leave this chamber and go back down the stairs and into the brightly lit room toward the south. When you enter the room, a Defense Drone will come alive and attack the aliens approaching from the west. He'll do the best that he can—he'll kill a few aliens—but eventually he will either have to leave the area or be crushed by the Hulk. Finish the job for him and then run straight ahead until you see a platform. Take it up; it leads to a room with some ammo on the ground and a switch on the far wall. Collect the ammo and hit the switch. Then head back to the platform and start taking it down—but not all the way. Instead, jump off to the left and collect the ammo in between the two barrels. You knew watching all those old Indiana Jones movies would come in handy.

Run east until you see a large corridor on the right, just before the staircase leading down. Inside the corridor, take the platform up. Step off to the left, but be careful; someone must have turned down the

lights in here. In a second, you'll find out who. Four Fighters will attack from the shadows, but you easily surmount them with both barrels blazing. Of course you keep moving, but when you round the first corner, a Hulk followed by a gang of Fighters will charge you. First take care of the Hulk by backtracking and lobbing a few grenades into him. Then use your usual routine to kill the Fighters. Again, keep moving forward. As you finally approach the end of this long, bloody hallway, you'll see two large, round chambers on the left and the right. Suddenly, they'll erupt with Fighters and Hulks. Use your superior intelligence and quick thinking to take them out, and backtrack if you need to, to avoid incoming fire.

With this latest assault over, you can pause to get your bearings. Check your map by hitting [M]. Below the "Stamen," you'll see two blinking blue lights. Apparently, there's a hidden door in the upper left wall here. On the map, it's labeled "The Stem" and is just below the entrance to the left chamber. Hit [Tab] in this general area until you find the door. When you open it, two civilians will rush out, looking like they've never been so happy to see anyone in their lives. Collect the ammo in here and then check out the computer terminal.

Head back north past the two round chambers and go right. Eventually, you'll see a band of Fighters and a Hulk. With the trembling civilians behind you, kill them and keep going forward. Another Hulk and more Fighters will attack—kill them, as well. Circle this entire area and clear it of any remaining aliens. On the southern end of this circle, you'll find a platform leading up into the inner-circle area. Take it and kill the Fighters and Hulks up here. (Could they have been *hiding*?) On the east corner of the inner circle, you'll see another opening with two Fighters hovering inside. Kill them and release the civilians trapped here by "bumping" into them.

Now round up all your battle-scarred civilians and run back to that computer terminal in the chamber with the pattern buffer. Be sure to recharge yourself at the recharge station and save the game before proceeding.

LEVEL 6: SMELLS LIKE NAPALM

Tastes Like Chicken!

The minute your teleport lands, you'll be ambushed by a Wasp and two Fighters. First attend to the Wasp and Fighter on your right, and then the other Fighter on your left. Be careful; by the time you finish off the second Fighter, three more Wasps will fly into the room. Put an end to that incessant buzzing, then go north and read the computer message from Leela.

Jog to the right, and into the room with two large ledges on either side. As soon as you cross the threshold, a Wasp on the right ledge and three Fighters on the left ledge will ambush you. Kill them and walk toward the east, where you'll see a metallic-looking wall at the far end. Don't go into the hallway here just yet. Instead, fire a few shots inside it and wait to see what transpires. Three piles of ammo says some aliens will come charging out. Kill them when they appear.

Now enter the hallway and take the second left entrance. Make a right and you'll see a room with a Fighter inside, standing haughtily on top of some ammo. What is this, King of the Mountain? Knock him off and claim the goods. The commotion will wake up another Fighter; some kind of security guard *he* is. Kill him when he comes at you. Loot in hand, get out of this room and make a right. Now walk east again toward the second metallic-looking wall and take the second right entrance. From here you can either go left, right, or straight. To the right are some Wasps and a Compiler. To the left is a round, red switch—remember this switch! Quickly obliterate the Wasps and the Compiler and then go straight and take a right. You'll run into another Wasp. (There must be a nest around here somewhere.) Kill it and then follow the hallway into a room with a switch and a half-closed door. Careful! Three Wasps will squeeze under the door. Deal them fatal swats and then hit the switch to close the door.

Remember that round, red switch? Walk up to it and hit it. Now turn around, make a left, and then another left. A few seconds later a platform will activate. Take it to the top, turn right, and then make

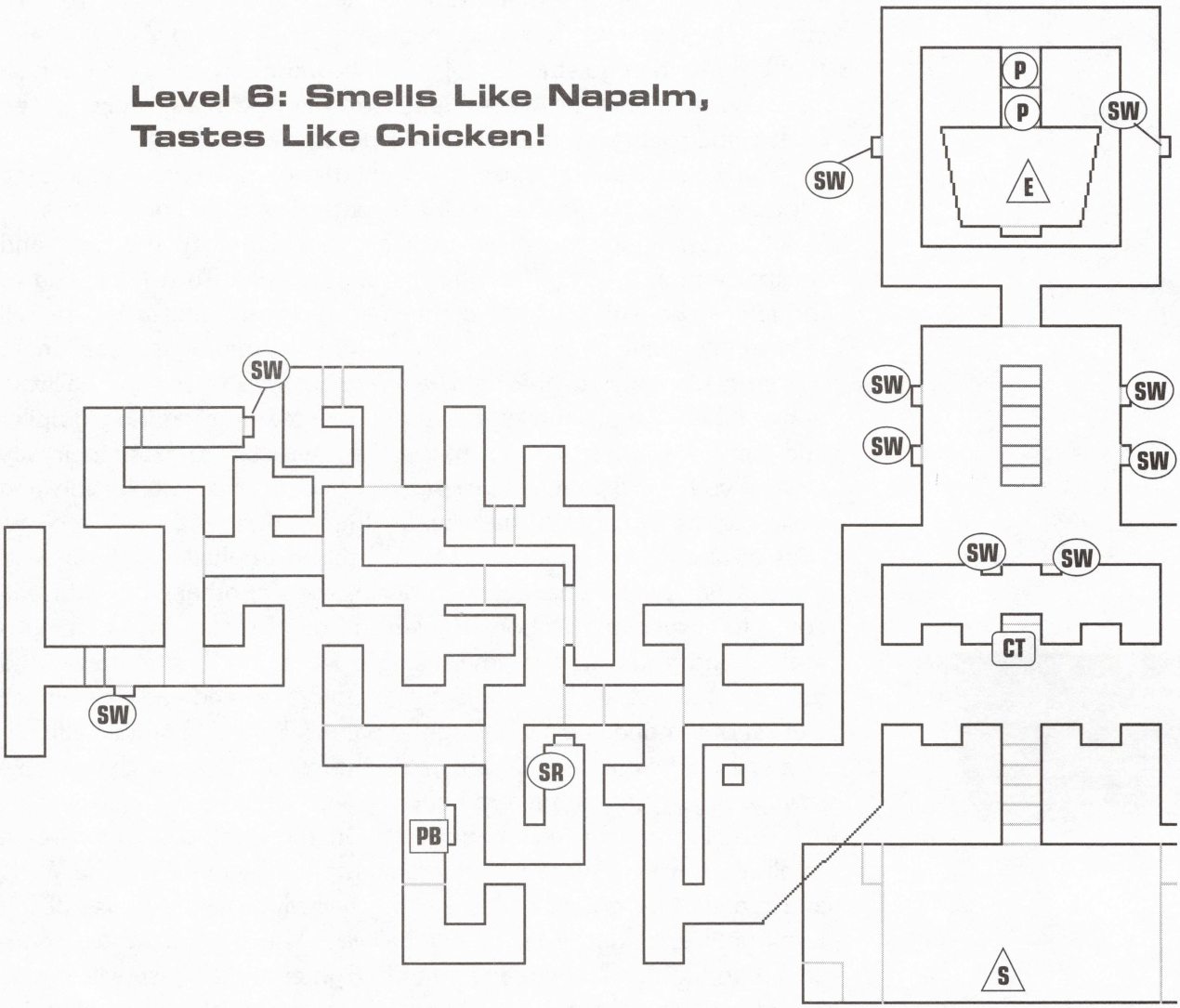
another right. What's that Compiler doing in front of the pattern buffer? Remove him from your path and then save your game. Step to the right, then go straight, take the second right, go down the hallway, and then take the second left. Take the next right, and you'll be back in the room with the two large ledges.

You'll now need to close the second door. Go back to the area with the first computer terminal and enter from the southwest side. You'll be standing in a room with a sole column on the right and another entrance in the far left corner. Go on in. Turn right, and to the left—where the light is coming from—you'll find a Wasp. Kill him and continue straight. When you come to the intersection, there will be a Compiler to the right, a Wasp in the upper right hallway, and another Wasp in the left hallway. Fire a few shots at the Compiler and then back up. True to form, the aliens will start to make their way toward you; pick them off. Now head back to the intersection and walk into the upper right hallway. To the left and right you'll see two piles of ammo. Grab them and head back to the hallway going east. Make a left at the end of the hallway, then another left, until you come to a recharge station. Replenish your supplies and then turn around and go back, this time taking a left at the first entrance and then another quick left. What is it with Compilers and pattern buffers? Get rid of the one you see facing the pattern buffer. Your little altercation will alert two more Wasps from the south. Destroy them. Now save your game at the pattern buffer.

Turn left and make another left. On the right you'll discover a small room with a Wasp in it guarding a pile of ammo. Kill the Wasp and retrieve the goodies. Back in the hallway, make a series of left turns until you come to a longer hallway. You'll see a lighted room ahead on the right. When you enter, a Fighter and a Wasp will attack. Slaughter them. Exit this little bloodbath, make a left, and go straight. Four more Wasps will descend on you. Fight them off and then make a right. You'll come to another half-closed door. Hit the switch on the left to seal it. Now head back to the main entrance area, where the first computer terminal is.

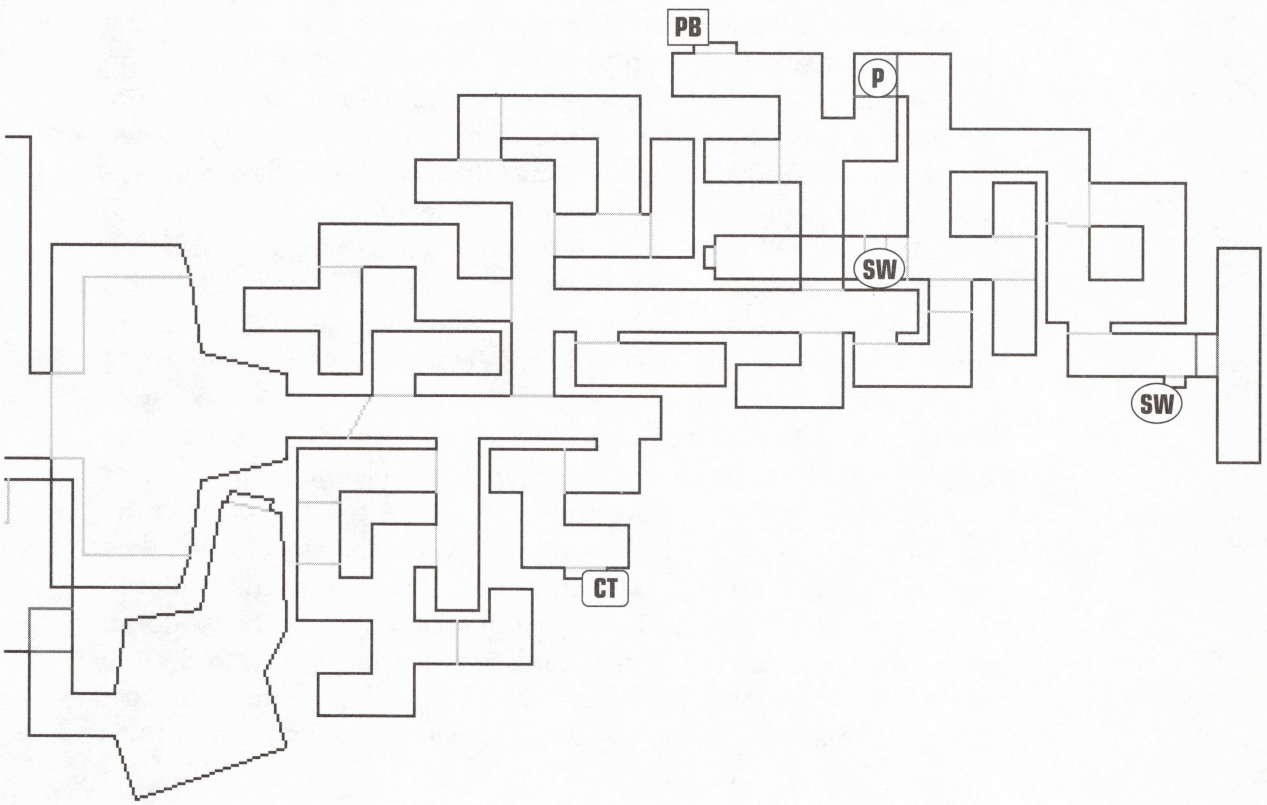
Instead of turning right to get to the terminal, go straight into the

Level 6: Smells Like Napalm, Tastes Like Chicken!



S	SW	PB	SR	T	OR	P	SD	CT	E
Start	Switch	Pattern Buffer	Shield Recharge	Tele-porter	Oxygen Recharge	Platform	Secret Door	Computer Terminal	End

Chapter 7 Counterattack



next room. A Compiler and a few Fighters will attack, but you can easily annihilate them—and then take a second to look around. Some alien architect must have had a field day in here. Three extended, green platforms line the walls, along with six switches. Above is a hole in the wall, leading to what looks like another hallway. The switches work the platforms, and with a little ingenuity, you can make the platforms work for you. You can use them to create a sort of stairway that reaches up to that hole in the wall. Now this gets a little complicated, so pay close attention. To simplify things, let's call the upper right switch "switch 1." Going clockwise, all the rest of the switches numbers 2 through 6, with 6 being in the upper left corner. First you'll want to completely lower the first two platforms. Activate switches 1 and 5 to do this. Now activate switch 2 to raise the first platform. Hit switch 2 again to stop it. This will be the first step on your newly fashioned staircase, so estimating the right height is critical. Now activate switch 1 to raise the second platform. Stop it when it's about twice as high as the first platform. Next hit switch 6 to activate the third platform and stop it at the right height. Switch 5 activates the fourth platform, and switch 4 activates the fifth platform. After you've created the stairs, take them up and into the hole. Go to the right until you see a Fighter. Slay him. Another will approach, with a Compiler in tow. Take them both out.

To get better acquainted with what you'll need to do next, walk around the entire hallway. You'll notice two switches on opposite ends of the east and west hallways, and two platforms in the inner north hallway. These two switches activate the two platforms in the inner north hallway. Hit the switch on the east hallway first and then run to the other switch and hit it, as well. Now run to the platform. The first platform will activate. When it gets to the second platform, jump on it. The second platform will activate, taking you to the top room. When you step off, two Fighters will attack from each side. Kill them and activate the computer terminal to teleport out of this twisted level.

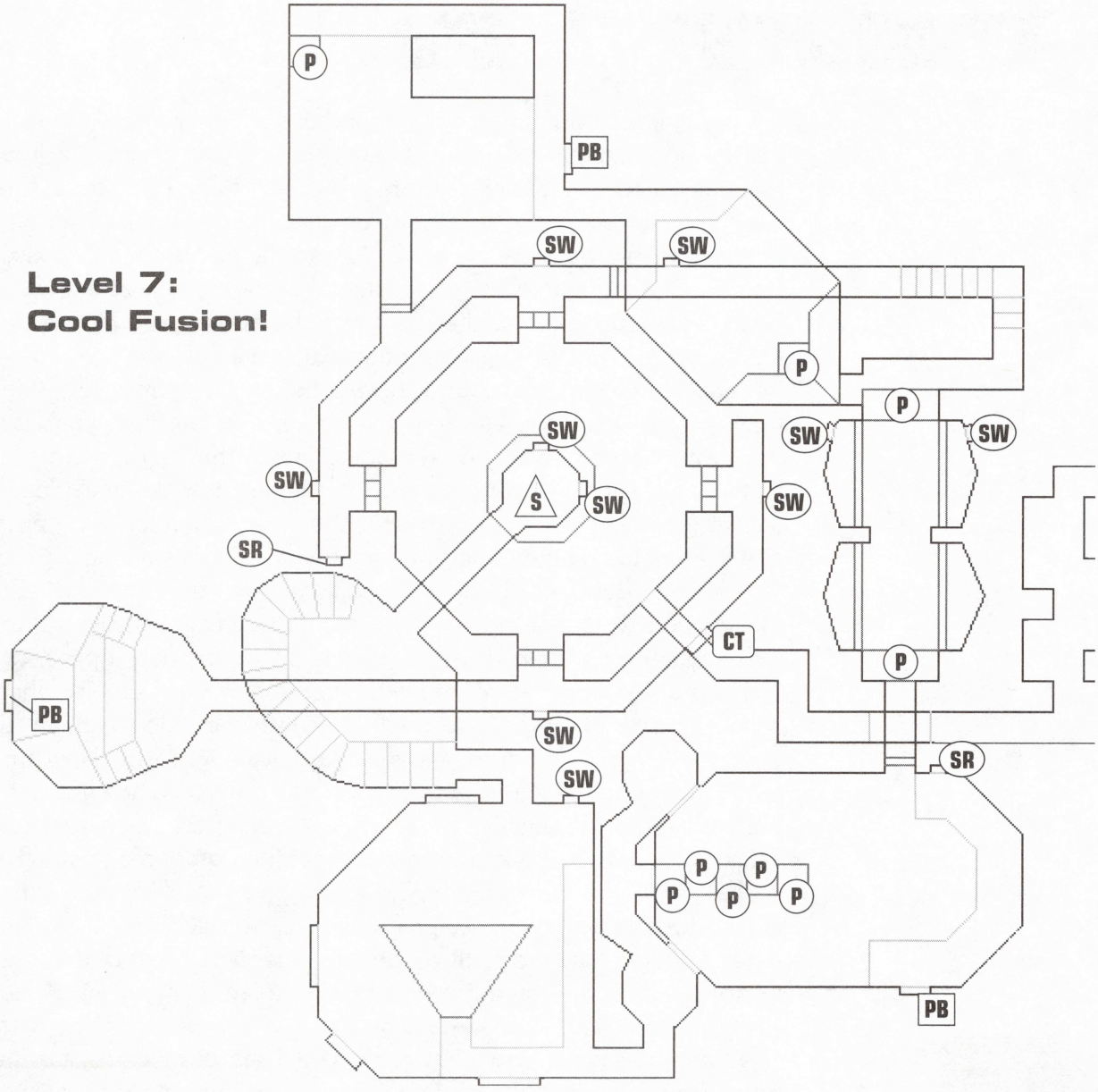
LEVEL 7: COOL FUSION!

For once, you're not greeted by Pfhor, but you're confronted with an interesting dilemma instead. The teleport sets you down in a large room with four half-open doors. Beyond these doors are four switches. Obviously, the switches work the doors, but which do you choose first? In my experience, the door to the east is the wisest decision here. Turn right, walk toward it, and fire a grenade at its switch. Presto! The door will swing open. Enter the hallway and pick up the ammo on the left. Now go the other way until you see a computer terminal on the left. Activate it to read the message from Leela and then resume your journey down the hallway. At the end, you'll see the room where Leela said you would locate the fusion pistol. Six Fighters will attempt to prevent you from getting it, but you can easily deflect them and then go about your business. Grab the fusion pistol and the ammo and then save your game at the pattern buffer.

Go back down the hallway and hit the first button on the right. Make a left when the door opens and proceed to the north door. Once again, fire a grenade at the switch. When the door opens, two Fighters will pounce on you from inside the hallway. Demolish them and then enter the hallway yourself, moving toward the south. At the end, you'll see a recharge station; take advantage of it. Now turn around and open the door in the hallway on the left. When you enter the next room, a number of Fighters will launch an attack from the ledges above. You've had a lot of practice firing grenades at switches so far. Now why don't you try firing them at these Fighter? When you're through with them, watch out for the invisible Compiler lurking here. Kill him. Take the platform on the upper left corner of the room up to the ledge and then run down the hallway until you come to a pattern buffer. Save your game here.

When you pause to look around, you'll see that you're standing on a ledge in a very large room. Follow the ledge to the left, until you see a platform moving up and down. Jump down and back up against the wall—don't get on the platform! Now look up. A moving ledge containing Fighters and a Trooper all bunched up in the middle, will

Level 7: Cool Fusion!



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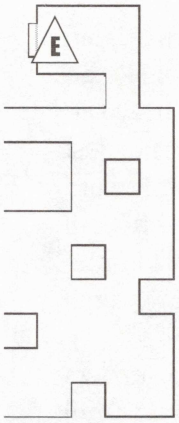
Start	Switch	Pattern Buffer	Shield Recharge	Tele-porter	Oxygen Recharge	Platform	Secret Door	Computer Terminal	End

start to descend. Fire grenades up into the middle part of the ledge. You should be able to take most of them out, but if a few happen to fall off the ledge, kill them quickly.

Now jump on the platform and take it up. To the right you'll see a large, brightly lit room. Jump down. Four doors will open and about a dozen Fighters and Troopers will attack. Once again, your skill with a grenade launcher will come in handy. Fire both it and your assault rifle until you've killed them all. Activate the east (right) switch and look at the south wall. Another platform will slowly descend. Hit the switch again once the platform has stopped and climb aboard. When you get off at the top, open the door, poke your head into the room, and then back up and let the door close. Moments later, Fighters and Compilers will open it again. Be prepared—fire everything you've got at them. Finally, when your motion detector falls silent, reenter the room. Be on the lookout for those sneaky invisible Compilers here, and blow their cover when you have them in your sights.



Toward the west end of the room are five platforms. When you step on the platform closest to the center, it will cause a chain reaction, and the other platforms will activate. The fifth platform, the one closest to the east, will take you to the ledge above. To use it, step on the first platform and then get off and jump on the fifth platform facing the wall. When the fifth one activates, keep pressing the forward key until you are through to the next room. If you don't go forward, you will be crushed by the fifth platform.

When you reach the ledge, turn left and follow the hallway until you enter a large room with massive windows looking out into space. A single Fighter up ahead and three Compilers and two Fighters to the right will try to hinder you. Eradicate *them* and then jump down. When you walk into the north entrance of the next room, a number of Fighters will begin to ascend the long, winding staircase. Be careful: two invisible Compilers will sneak up from the right side of the stairs. Get rid of them and then take out the Fighters before they reach their destination. As you start walking down the stairs, a band of Troopers will begin walking up. Show them your grenade collection and then go through the entrance at the bottom of the staircase and hit the two switches in the chamber ahead.

Now make your way back to the room with the four doors and the two switches on each side. This time hit the west (left) switch. The platform on the north end will descend. When it stops, activate the switch again and take it back up. Make a right, go down the hallway, and hit the switch on the right to open the door. Go all the way down this hallway and recharge at the recharge station. It's also probably a good idea to save your game at this point. Remember the pattern buffer where you found the fusion pistol? Return to it now. Then go back to the center area where the large platform is still going up and down. Kind of reminds you of something you once saw at Disney Universe.

Toward the southeast corner, about fifteen feet up the wall, is an opening that looks like it leads to another hallway. This seems like an interesting place to go exploring, but you'll need to get on the platform in the middle of the room to reach it. Climb aboard and, just when the platform is about to reach the top, jump out and run toward the entrance. Don't wait too long, or the platform will crush you. Once you make it up here, a Compiler and three Troopers will immediately launch an attack. Kill them and proceed down the hallway until you enter a dimly lit room with large square columns.

Be especially careful in this area. Five totally invisible Compilers are tiptoeing around. Fire at will at every spot in this room until you've killed them all. But the Pfhor won't let you off the hook that easily. When you run toward the entrance in the upper right corner, an army of Fighters and Troopers will unleash a massive attack. Take a deep breath, systematically wipe them all out, and then enter this room and use the computer terminal to teleport out.

LEVEL 8: G4 SUNBATHING

G4 Sunbathing is a large and complex level, but you can negotiate it fairly easily if you stay out of trouble and figure out what you're doing beforehand. I can't explain why the Pfhor gave it such a pleasant-sounding name; not only is there no sun, but most of the rooms and

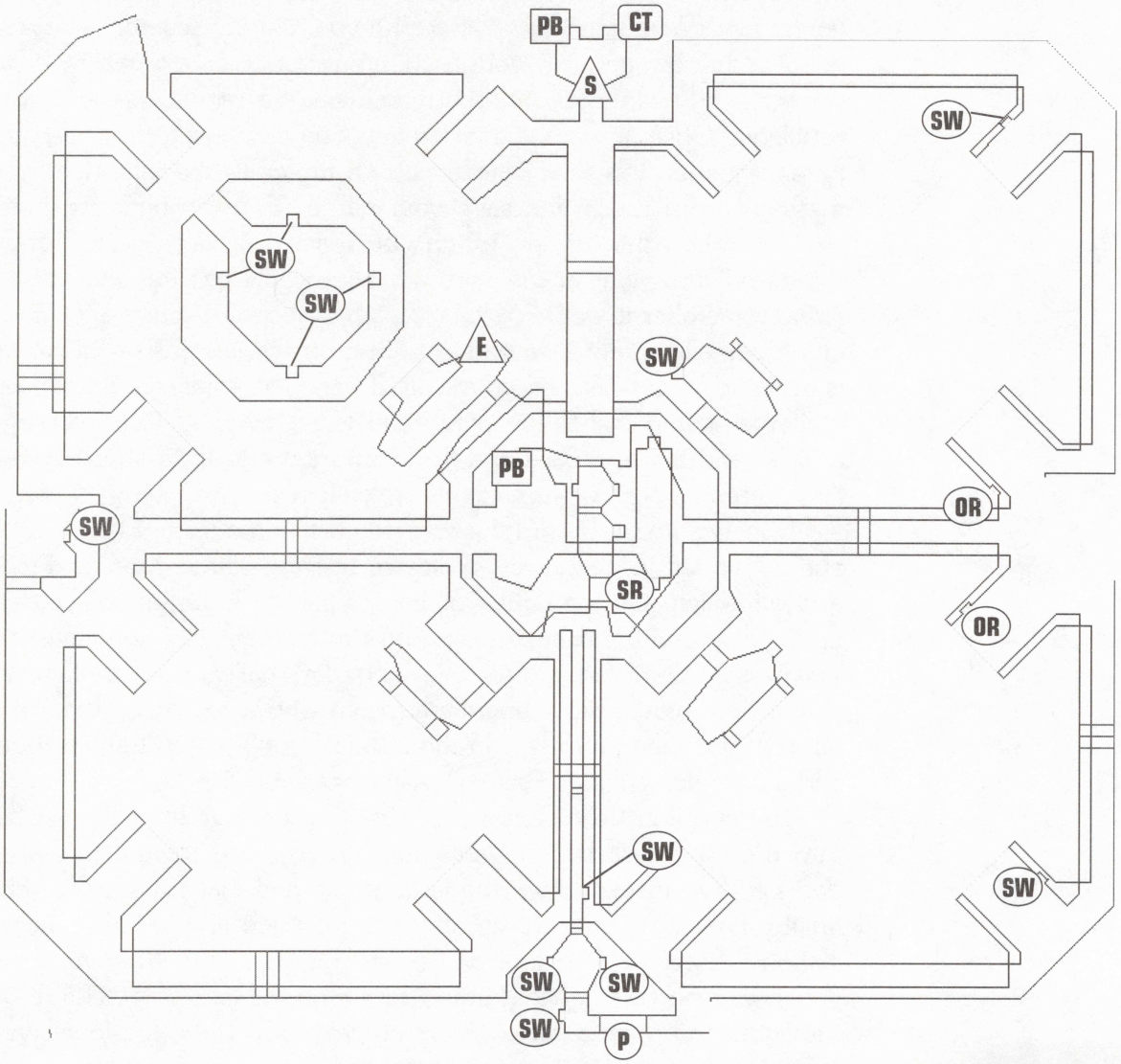
hallways are either shrouded in darkness or only half-lit. No doubt a ploy to disarm unsuspecting visitors like you. It *is* the only level in *Marathon* that is in a vacuum, so you'll need to keep a close eye on your oxygen level at all times. Because you're in a vacuum, only your pistol and fusion gun will work. As long as you're aware of this, however, a well-trained security officer like you shouldn't have any problems. Once again, the teleport sets you down in front of a computer terminal, this time with a pattern buffer to the left. Read the message from Leela and save your game. Turn around and head south through the tunnel. When you reach the large doors, open them and turn right into a narrow walkway. I'll call this the Center Area; remember it well. Follow the path and take the first left. You'll enter a small room with a pattern buffer on the left. Inside this room is another small walkway; go into it. To the left you'll see an oxygen recharge station and to the right a shield recharge station. Recharge at both and then go back and save your game at the pattern buffer. Always remember to return to this area when your oxygen gets low.

Now head back toward the area you first came from. Make a right and then a left in the narrow walkway, open the large doors and turn at the first left. On the right, you'll see a pile of fusion ammo; pick it up. Turn around and head back into the hallway. Run east into the darkness and turn left into another long, dark hallway. When it curves to the right, you'll see a brightly lit room with a switch on the right. Hit the switch and turn left. In the distance you'll see a flashing room and a door descending. That will be your next destination.

To get there, head back toward the Center Area by making a left into the long dark hallway and then another left toward the large doors in the middle. Open the large doors and make a left this time (to the right are the pattern buffers and oxygen and shield recharge stations). Enter the first door on the left. You'll be in the flashing room you saw a short while ago. Hit the switch on the left. This will turn on the lights and open a set of doors in what used to be the long, dark hallway.

Now return to that long, bright hallway and run past the first switch you activated until you come to another tunnel with a large door, exactly like the first tunnel you went across. This second tunnel

Level 8: G4 Sunbathing



S	SW	PB	SR	T	OR	P	SD	CT	E
Start	Switch	Pattern Buffer	Shield Recharge	Tele-porter	Oxygen Recharge	Platform	Secret Door	Computer Terminal	End

also takes you to the Center Area. Go past the tunnel, toward the left, into another long hallway. You'll come to a section that is half lit and half dark, divided by the set of doors you just opened. Go straight into the darkness and follow the hallway as it curves to the right. You'll see another switch on the right wall. Hit it and look to your left. Another room will begin to flash in the distance, and a door will come down. Pick up the ammo in front of you and start heading back to the Center Area. This time, take the second tunnel with the large doors. Open the large doors, make a left, and enter the first door on the left. You'll be in the room you saw a short while ago. Hit the switch on the left. This will turn on another set of the lights and open another set of doors in the long hallway.

Again, head back to the long hallway. Go past the second switch and keep bearing left. Eventually, you'll come to the third tunnel on the right and another hallway on the left that is half lit and half dark, with a set of open doors. Go past it. The hallway will continue curving to the right. When you come to a door with blue markings, open it and hit the switch on the far right side. Head back to the Center Area, this time taking the third tunnel. After you've opened the large door, turn left and make another immediate left. You'll see a small corridor that leads into a room with a switch inside. Hit the switch, turn to your left, and look out into the distance. The hallway will light up.

Once again, head back to the long hallway, past the door with the blue markings. Again, you'll enter a hallway that is half lit and half dark. Just when you're starting to get the hang of this—and starting to wonder where all the Pfhor are—you'll see two Troopers up ahead in the distance. That's OK, you needed this target practice. Once you've cleared them away, turn to the right, toward a large room with an array inside. A Hunter will be standing guard there, patiently awaiting your arrival. Get a running start, jump into this room, and demolish him quickly. Now activate the four switches you'll find here, jump back to the hallway, and make your way toward the Center Area. This time, use the third tunnel. After you've opened the large doors, turn left, where you'll see a doorway. Go on in, but be ready for the Trooper standing to the left of the computer terminal. Get him out of your way and teleport out of here.

LEVEL 9: BLASPHEME QUARANTINE

This time, a nice little present will be awaiting you at the computer terminal; a pile of ammo just to the left of a pattern buffer. Grab the loot, read the message on the terminal, and save the game. Now exit this area; you'll see a switch ahead and a Compiler to the left of it. When you fire at the Compiler, a Fighter will attack from the right. Kill them both and then hit the switch. This will activate a platform in the middle area. On the opposite side of the switch is a shield recharge station; use it if you need to. On the north end of this structure, there's an opening with stairs leading down to a platform. Take the stairs down and hop on the platform.

Once the platform reaches the top, proceed toward the hallway on the right. Two more Compilers will try to surprise you. Spoil their fun and then depart via the northwest exit. You'll see a pattern buffer ahead. Save the game and take the left exit to a large hallway. When you round the corner to the left, a veritable army of Fighters, Compilers, and Hulks will attack. Don't be alarmed—with a clear head and skilled use of your weapons, you can take them all out. Then you can hit the switch on the left and proceed toward the south. In the middle of the next hallway, you'll see two switches on the left. Activate both of them and keep going east. When you enter the next hallway, you'll see a number of Blue Fighters sneering from a ledge. Wipe those distasteful smiles from their faces, head east, and then go north. Enter the first hallway on the left, where the pattern buffer is located. Now go into the entrance on the left. You'll see a platform up ahead rising up and down. Catch a ride up. Run across the ledge, jump to the ledge on the other side, and belt out your best Tarzan yell as you go. Run toward the right and snatch the pile of ammo on the end. Then turn around and run back toward the entrance on the far end.

When you've entered the room, a door behind you will slam shut. Ahead you'll see a pack of Fighters and a Hulk; to the right, more Fighters and another Hulk. Foil their plans to trap you here and then enter the center area. You'll find a switch on the east wall and a pat-

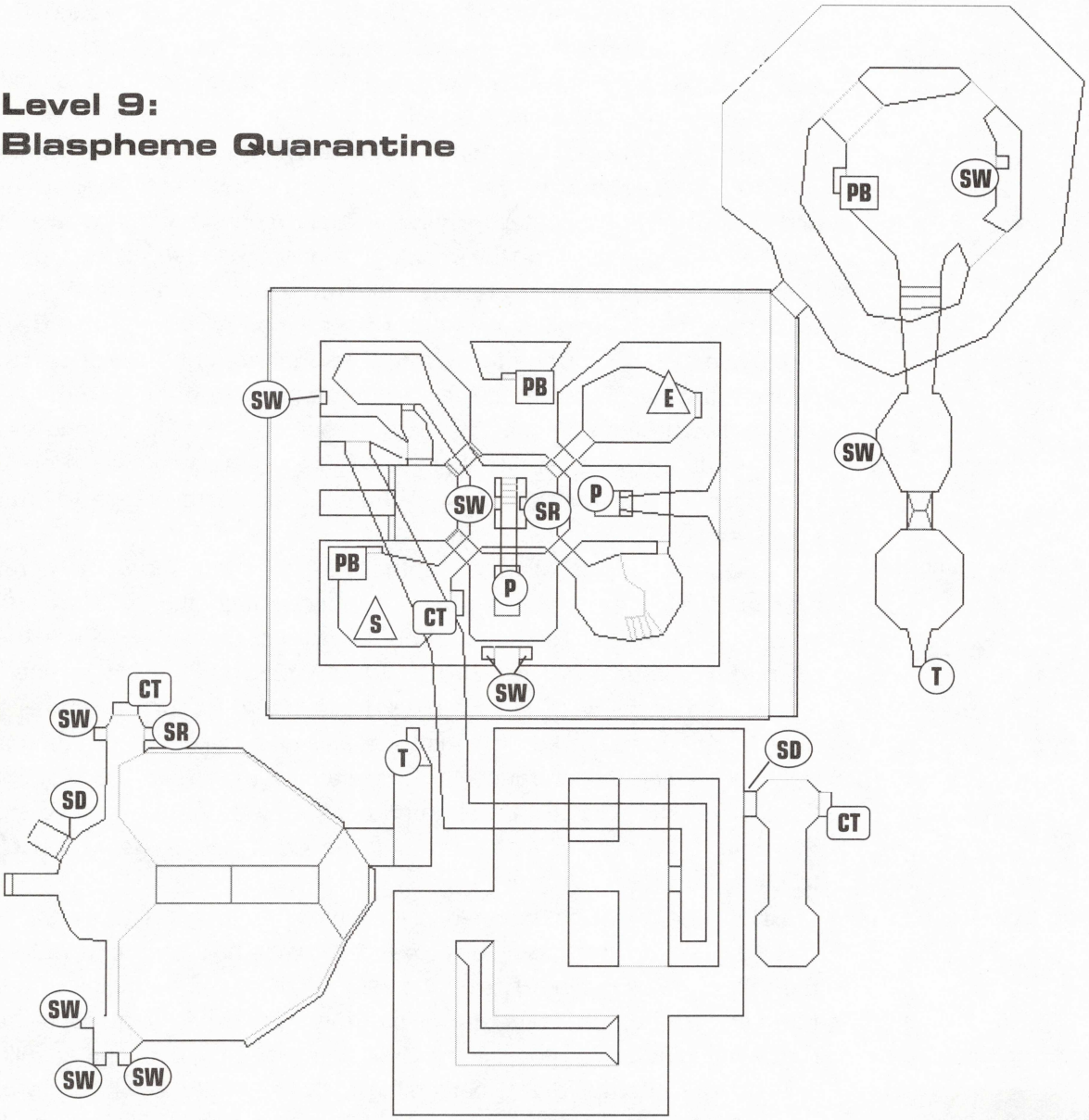
tern buffer on the west wall. Save the game and then hit the switch. To the right, a number of stairs will elevate. Take them up and hit the switch on the right. After the doors on the left open, go into the next room and into the teleport.

This time, instead of being transported to a new level, you'll be sent to a large room with a pit. Ahead you'll encounter a platform and to each side computer terminals, shield recharge stations, and a number of switches. Use the recharge station, on the left and then formally announce your presence by firing a shot anywhere. Like clockwork, two Compilers will attack from below. Kill them and then head over to the opposite side where the switches are located. Activate the switch on the far left and then jump from here to the pit toward the flashing light in the east. A platform on the far end will activate. Jump on it quickly, but make sure you take out the Purple Compiler waiting for you there. When the platform begins to rise, you'll see yet another teleporter.

The next step is optional. Although you can't see it, a secret ammunition room is hidden on the top ledge near the switches and computer terminal. To find it, *step lightly* on the ledge where the teleporter is, but *don't go into it*. By stepping on the ledge, you'll activate the secret door. Now you just have to find it. Turn around and head back. Then jump on the platform and ride it up. If your timing is right, you'll see the entrance to the secret room, just to the right of the door ahead. Go on in and grab all the ammo. Now head back to the right, by the switches, and repeat the procedure to get you back to the teleporter.

This time, you'll be delivered to a room with a long hall to the south and a hallway to the west. Turn toward the west hallway and wipe out the two Fighters lurking there. Two Blue Fighters will be hiding in the pit below, to the left; take care of them as well. When you round the corner heading south, you'll see a large number of Fighters and a Hulk. You haven't attempted that berserking trick yet; give it a whirl. Try to get one of the Fighters to go insane by shooting at him a few times. If you succeed, he'll take out everyone but the Hulk. How helpful of him. After you've cleared the area of aliens, enter the next dark hallway on

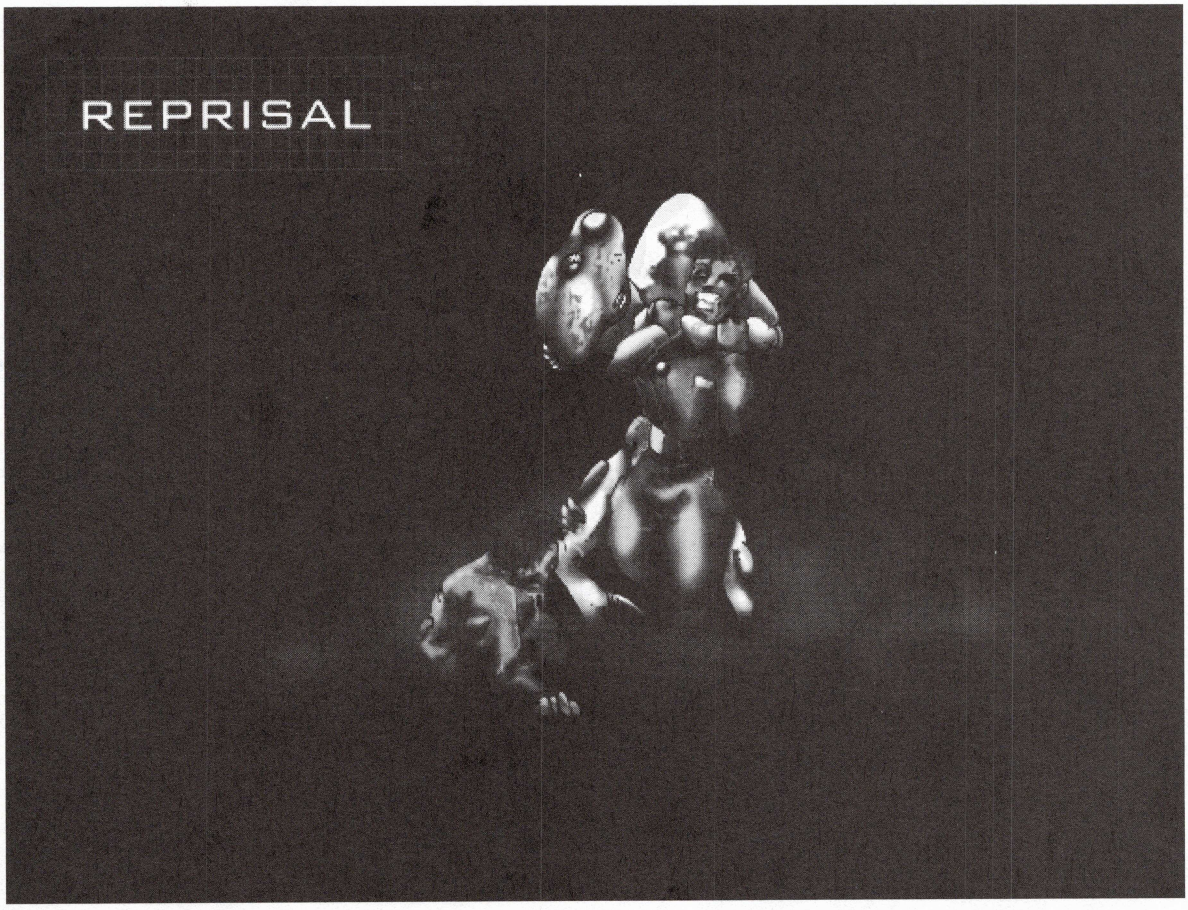
Level 9: Blaspheme Quarantine



the right. This small action will immediately startle a large number of Fighters napping inside. Back up and kill them all. (Serves them right for sleeping on the job.) Then reenter the dark hallway.

The next step is optional and involves a bit of a risk, but if your health is still strong, it could be well worth your trouble. In the dark hallway that leads to the left, you'll see a ledge. Grenade yourself up to it and then creep carefully along. When you walk on a certain spot, the door to a secret room will magically open. Now jump off the ledge and head to the same spot where you teleported. Here you'll see yet another secret room with a gleaming pile of ammo and a computer terminal beckoning. Grab the ammo and leave the room.

Now jump into the middle pit and note the door on the east wall. Hit Tab to activate it and wait for it to slowly descend. After the door has fully opened, make a left and follow the corridor until it dead-ends into a hole in the ground. Jump down toward the right, and into yet another hole. A door to the north will open. Enter the corridor on the right. Ahead you'll see the familiar switch. Make a left and then another left into a flashing room. A few Fighters and Compilers will make one last attempt to stop you. Kill them. Before you activate the computer terminal to bust out of here, it might be a good idea to recharge your health and save the game.


REPRISAL

CHAPTER 8

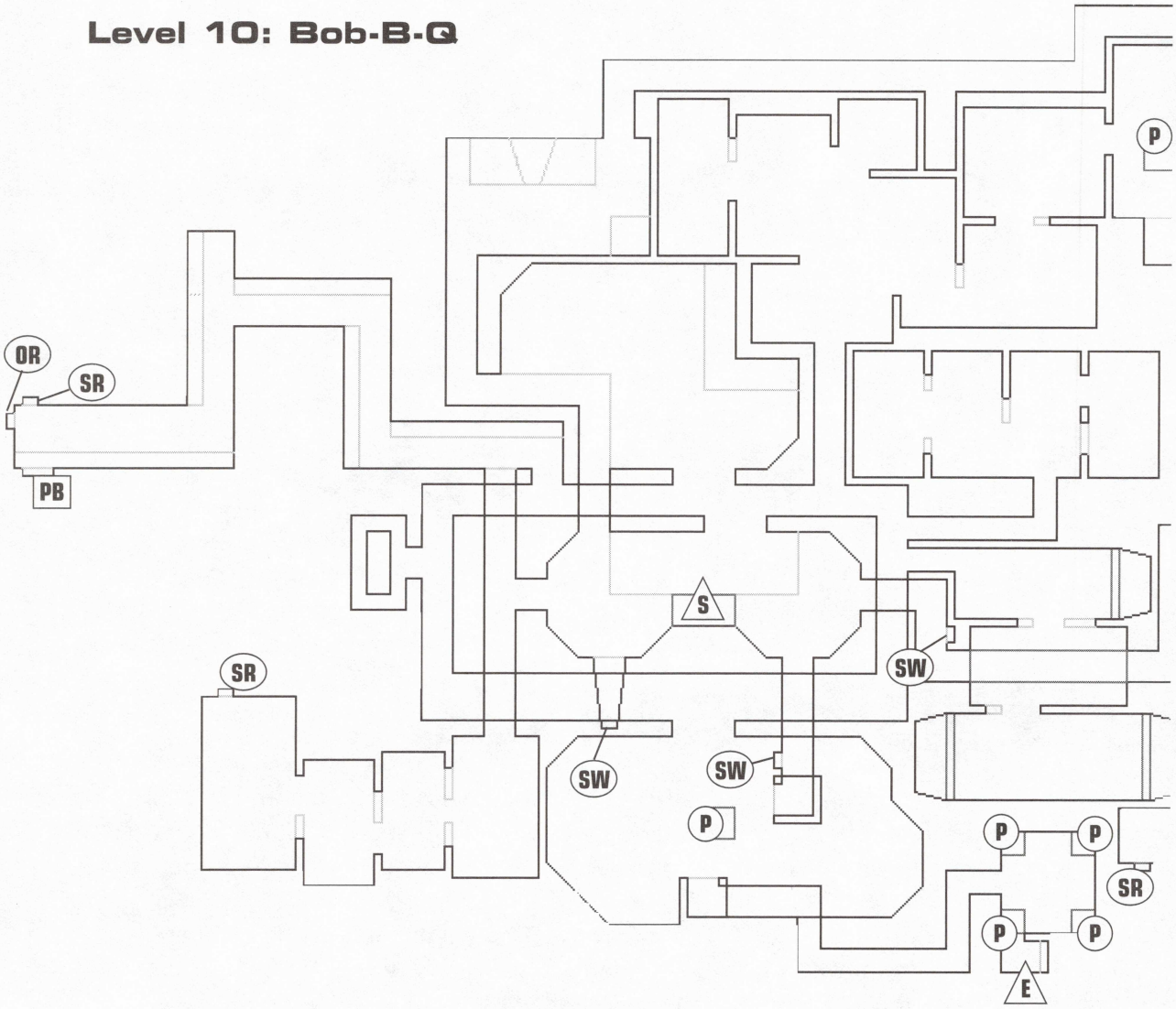
REPRISAL

LEVEL 10: BOB-B-Q

Brace yourself for this level. The moment your teleporter lands, you'll be ambushed by a large contingency of Fighters and Hunters. You don't stand a chance out in the open, so before they close in on you, quickly make a right into the hallway in front and stay in the corner. From there, you can lob grenades at the enemy and dodge incoming fire by moving to the left. After you've cleared the area, look to the left. You'll see two entrances close together.

Take the second entrance on the left and then run to the third room on the right. The moment you enter, hidden doors on both sides will open, spewing yet another brigade of Fighters. Spray them with fire, punch them—do whatever you have to, and then head toward

Level 10: Bob-B-Q



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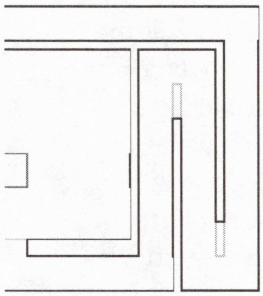
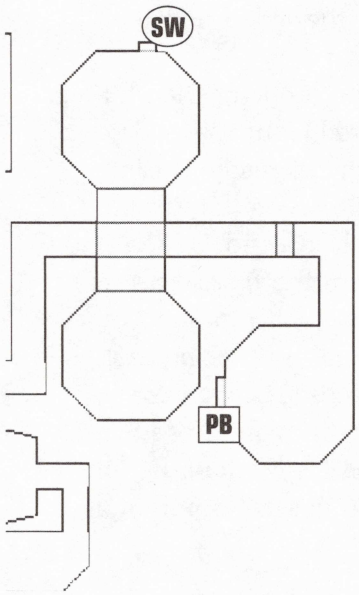
Start	Switch	Pattern Buffer	Shield Recharge	Tele-porter	Oxygen Recharge	Platform	Secret Door	Computer Terminal	End





the entrance on the left. You'll come to a room with a pile of ammo on the ground. Consider it your reward for having survived that arduous onslaught. And here's a little present from me, too: there's a secret recharge panel on the south wall in this room. Hit Tab until you find it, and remember to come back here if your shields become dangerously low.

Now return to this area's entrance and turn right into the dark hallway. After you've rounded the corner, take the first entrance on the right. Go straight and then head right, through a series of rooms, until you come to a room with a hole in it. Jump into the hole and make sure you're facing the elevated entrance to the south. While in the hole, back up a little to get a running jump. When the platform activates, wait until it reaches the height of the entrance and then run forward into it.

When the platform lets you out, follow the hallway to the left. You'll encounter a Hunter at the end. Kill him and keep going. As you follow this hallway, more Hunters will jump out to prey on you. Keep picking them off and moving forward until you come to a room with a Fighter standing menacingly on a block. Is that supposed to scare you? Sorry, Charlie. Four Fighters and a few Hunters will attack, but you can easily prevail over all these dastardly aliens. When you're finished, run toward the entrance on the southwest corner. Don't be too hasty to go in, however. If you look to the right, you'll see a shimmering mound of ammo next to the large blocks. Grab it and head into the hallway. Follow this corridor until you see a switch embedded in a wall ahead. Hit it with a grenade or a charged fusion bolt, to make the platform on the left go up and down. To the right of the switch, you'll notice an entrance; it leads to a room on the left with a number of aliens and a pattern buffer. You really don't *have* to go into this room, but if you feel the urge to save your game, go to the right and jump over the ledges until you come to a pattern buffer. Be careful, Fighters and Hunters will be waiting for you on top of the ledges. When you've saved the game, return to the platform you just activated a few moments ago.

When you cross the platform, you'll see two entrances: one

straight ahead and another on the right. Choose the one on the right. You'll see a Hunter straight ahead and a switch on the right. Kill the Hunter and then quickly poke your head into the room, but *don't jump down from the ledge*. This brief action will alert a plethora of Fighters to your presence. From your well-protected perch, take out as many as you can. Some of them will eventually head out of the entrance. If you look into the room again, you'll see a platform marker on the ground and a ledge leading to another hallway in the upper right corner. Hit the switch and jump down onto the platform. (It might take you a few tries to land where you want to.) When the platform begins to ascend, wait until it reaches the ledge and then quickly run off.

When you land on the ledge, kill the Hunter on the left. Then follow the hallway until you come to a room with three Fighters standing on the high ledge. Do what you have to and then get ready to climb another improvised staircase. When you enter the room, step onto the platform to the left and wait for it to slowly ascend. When it reaches the height of the next platform, jump from the first platform to the second. Repeat the process from platform to platform until you reach the entrance. It is on the top of the fourth platform facing east. Be careful as you do this; these platforms are of the squashing variety, so if you don't jump from one to the other quickly enough, those two Hunters waiting by the entrance will start planning a victory party. Of course, that won't happen, so kill them when you get to the top and then use the computer terminal to teleport out.

LEVEL 11: SHAKE BEFORE USING . . .

The Pfhor don't immediately detect your presence this time, so you can take a few moments to read the computer message before resuming the journey. You're standing in a deserted room with the computer terminal on the right and a hallway straight ahead. When you're prepared, enter the hallway and get ready for battle. Immediately, you'll come to another room, with three waiting

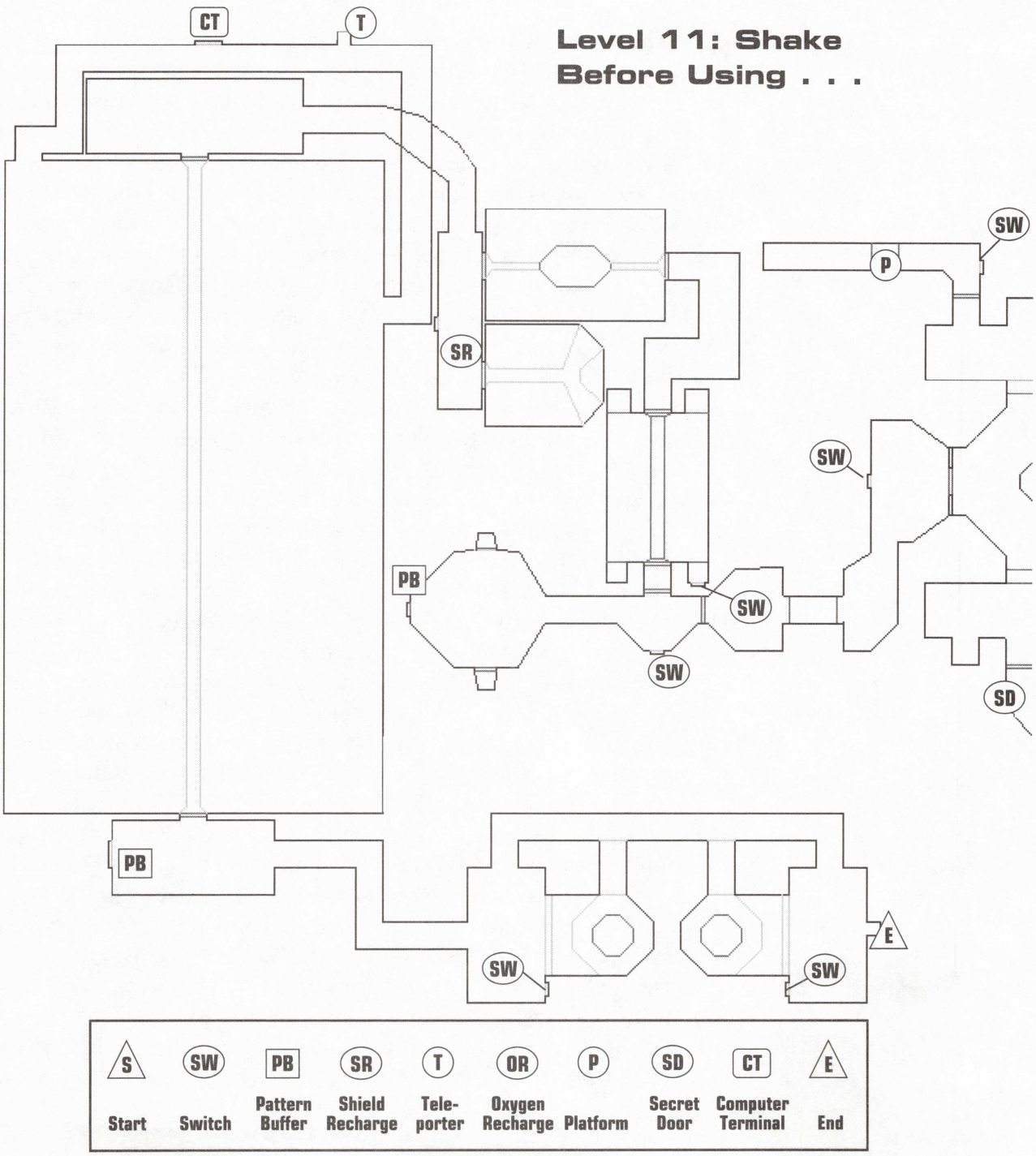
Fighters. Show them you can't be messed with, hit the switch on the left, and open the door. Well, here's a familiar sight, two Compilers facing two terminals. Sorry, guys, this is no time for Pac-Man. Kill them and save your game at the pattern buffer. To the south, you'll see a room with four dark chambers—the perfect place for storing ammo, just as you suspected. Collect all that you can. From one security officer to another, I can tell you that there's even more ammo to be found in this area, in two secret compartments. The first is behind the second chamber on the right. Hit Tab to open the door and then claim the booty. The second is in the south corner of this room. Once again, hit Tab until the door swings open and grab this cache, too. Head back to the room with the pattern buffer.

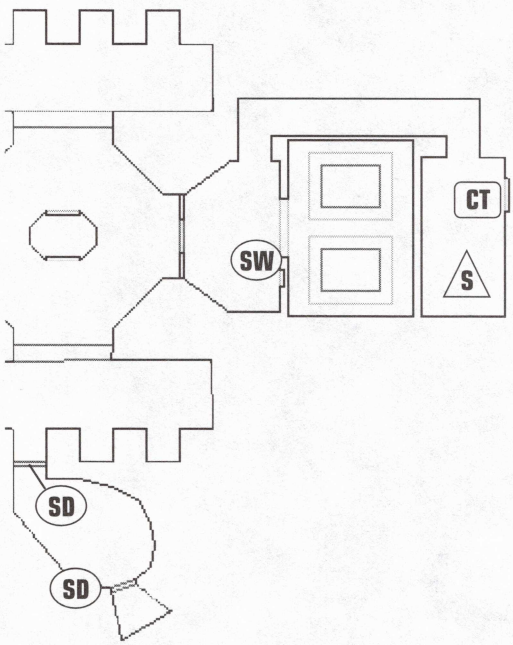
Open the door on the west end and then hit the switch ahead. This will activate the other blue door in the room you just came from. Now return to the room. To the left, you'll see the blue door rise, revealing a pack of Fighters and four more chambers. Eradicate the Fighters and grab the ammo in the chambers. This place is full of secrets. If you hit Tab on the first door to the left, a secret hallway will appear. You'll see a platform to the left; take it down. When it reaches the bottom, kill the waiting Trooper and grab the ammo. Now ascend the platform into the area with the pattern buffer.

Reenter the door on the west end and run left. On the right, you'll see a platform going up. When you look up into it, three Fighters will see you and attack. They really shouldn't have done that. Launch a few grenades until you kill them. Take the platform up and open the door ahead. You'll emerge into a large room with what looks like a recharge station ahead, a switch on the left, and a door on the right. Go straight, kill the two Fighters, and recharge at the station. Now go back and hit the switch on the right. The door behind you will open. Go on in and open the door up ahead, but keep in mind that the door behind you will close, and as soon as it does, a whole squadron of Fighters and Troopers will launch an assault. When you've killed them all, head back to the recharge station to freshen up.

Now go back to the site of your most recent battle and look to the right for a switch. Hit it to open the door on the north end. Three

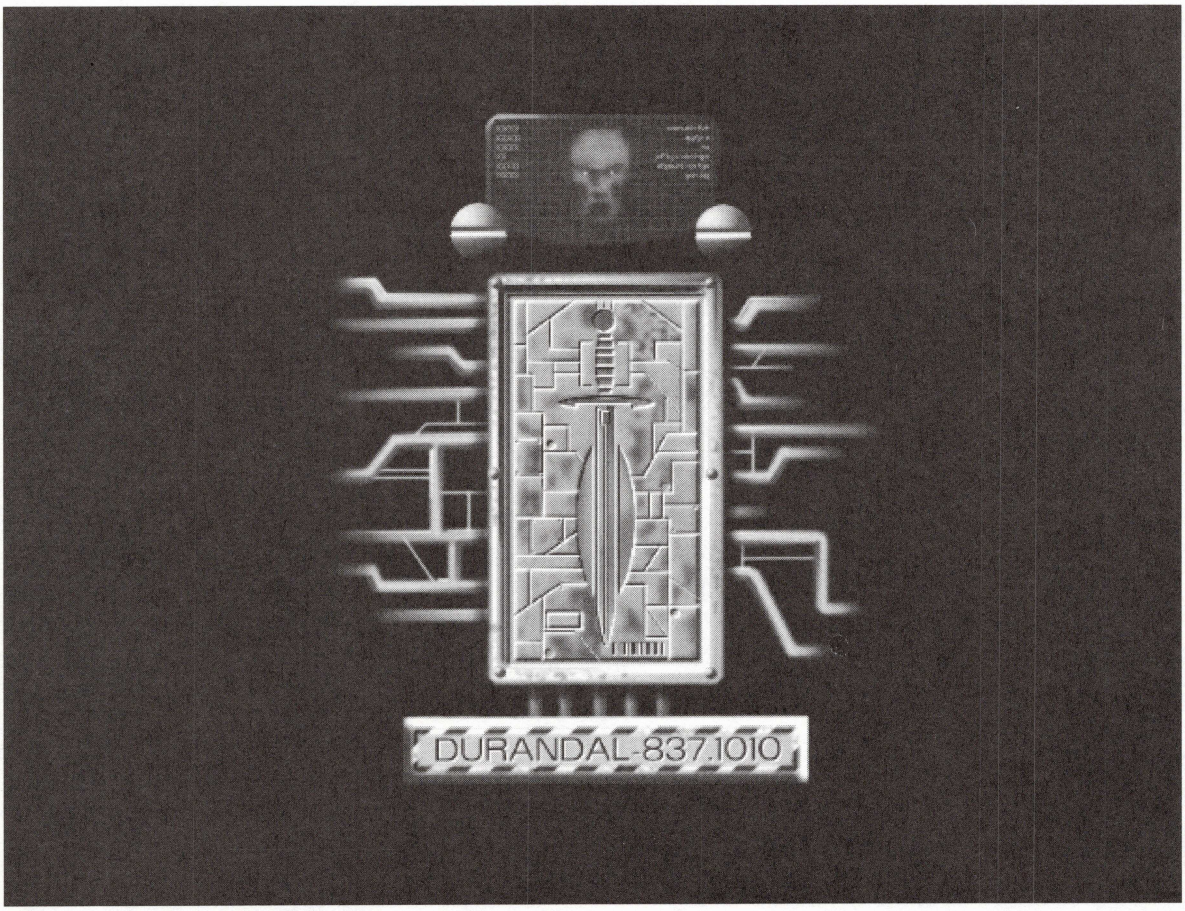
Level 11: Shake Before Using . . .





more Fighters will attack. Slay them, and then follow the hallway until you come to another door. When you open it, you'll see a bridge leading to yet another door. Now here's a neat trick: when you step on the middle of this bridge, it will rapidly descend, depositing you conveniently at the feet of the next installation of Fighters and Troopers you need to kill. Do your job and then take the platform back up. Open the door to the west. You'll find a recharge station to the left and a hallway to the right. Recharge if you need to and follow the hallway on the right until you come to a room with a door on the left.

When you open the door, you'll see an extremely long, thin bridge. You'll need to get across it, in spite of the few Fighters and Compilers trying to prevent you from doing so. When you've finished them off, go to the on the south. Be careful not to fall off. Now open the next door and brace yourself for an attack by more Fighters and a Compiler. Dispose of them and save the game at the pattern buffer on the right. Run down the hallway to the east, demolishing any Fighters you encounter, until you come to a room with a switch on the right. Pull it and then run into the hallway on the left. More Fighters and Compilers will emerge. Clear them out and then go on to the next room. Hit the switch on the far right wall and greet to the teleporter.


DURANDAL-837.1010

CHAPTER 9

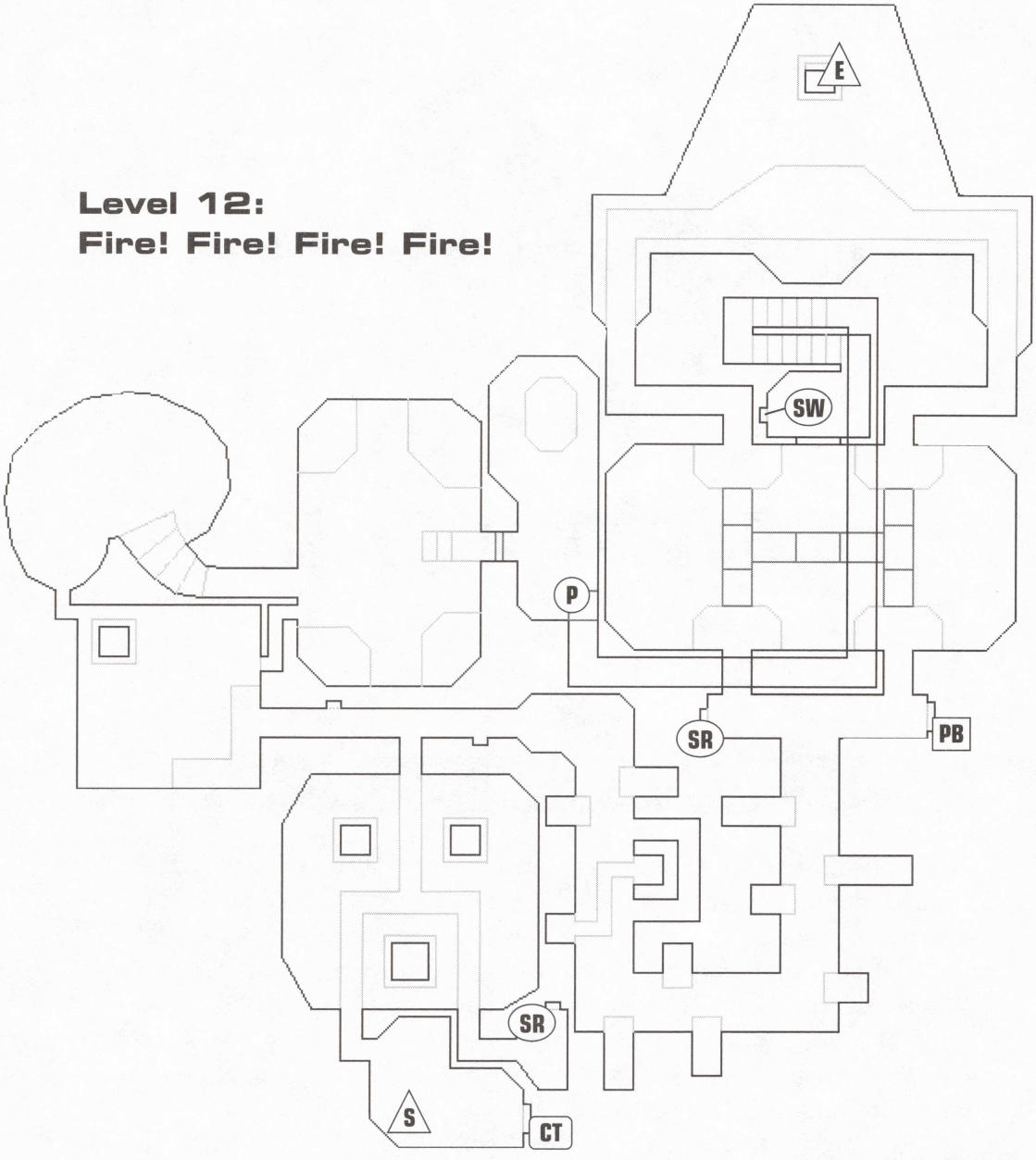
DURANDAL

LEVEL 12: FIRE! FIRE! FIRE! FIRE!

Things begin quietly on this level. You're brought to a room with a computer terminal. After you check out the message, saunter to the exit on your left. You didn't think this lovely peace and quiet would last, did you? As soon as you step out of the room, a battalion of Wasps and Troopers will attack. Retreat back into the room and fire as the aliens enter. When you've pounded them all to a pulp, go back out into the hallway. You'll see yet another challenge lying ahead: walkways surrounded by lava. Oh, joy.

Go straight, make a right, and then another right. By this time, more Wasps will have emerged. Kill them and proceed into the room at the end of this hallway. Keep your eyes peeled for a Looker creeping around

Level 12:
Fire! Fire! Fire! Fire!



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Start	Switch	Pattern Buffer	Shield Recharge	Tele-porter	Oxygen Recharge	Platform	Secret Door	Computer Terminal	End

here. When you find him, take him out and then grab the ammo lying on the floor. Back in the walkway, run toward the north entrance. If you encounter more Wasps, kill them before going forward.

When you reach the north entrance, you can either go left or right. For now, go right and follow the passageway. Wasps will continue to fly out of the woodwork. If only you'd brought your can of Raid. . . . When you finally come to the end of the hallway, you'll see two blue-and-white striped doorways, from which four Troopers will emerge. Back up and blast them. When they're toast, recharge at the recharge station on your left, and save the game at the pattern buffer on your right.

Now turn around and head all the way back down the hallway, past the north entrance, until you enter a room with a single column in the upper right corner. Another swarm of Wasps will attack—kill them. If you take any shield damage, go back to the recharge station, recharge, and return to this location. To the left, you'll see an assault rifle and a small pile of ammo. Those two Wasps hiding at the back edge of the column don't think you see them. Announce your presence with a well-aimed grenade launch. Do the same on the other side of the column by firing from the right side of the ledge.

You need to get to that opening on the upper east wall, just behind the column, but the only way is through the lava. Jump right in, run behind the column, and duck into the opening. Turn right and run until you come to a stairway on the right. Once again, you'll be assaulted by an entourage of Wasps and Troopers. Beat them back and then go upstairs into the next room. To the left, you'll face more Wasps. Show off your nifty fusion gun and then grab the ammo in this room. Go up the next set of stairs and open the door to the east. When you walk in, you'll see an ascending platform on the right. Fire a few grenades into the upper ledge right away. This will take care of the Wasps and Trooper waiting for you up there. (Talk about an infestation.) Now take the platform up and follow the hallway, eliminating any aliens you encounter, until you come to a room with a switch on the west wall. When you hit the switch, look through the window. A number of platforms will begin to rise.

Head back up the stairs, through the hallway, down the platform,

and through the door on the left. When you reach the room with the four lava pools, enter the small, narrow corridor to the left of the large hallway with the staircase leading down. From the ledge, jump to the left onto the platform. From here, head back to the area with the pattern buffer and the shield recharge station. Kill any Troopers you see on the way, recharge, and save your game.

From the pattern buffer, head north over the walkway until you reach a Compiler resting below on the right embankment. You snooze, you lose. Unfortunately, his friends don't take kindly to his loss; several other Compilers will come alive and attack when you kill Sleepy over there. Fortunately, they're nothing you can't handle. When you've disposed of them, go forward a bit. To the left, a horde of Wasps, Troopers, and Compilers will attack you en masse. They're mad, but you're madder. Finish them off and then jump onto the edge of the column in the middle of the lava. On the south end of the column, you'll find a computer terminal. Teleport out.

LEVEL 13: COLONY SHIP FOR SALE, CHEAP

This time, a message from Durandal awaits you. Read it and then exit through the south hallway. When you enter the next room, four Fighters and a Looker will approach. Forget the pleasantries and eliminate them. Then hang a right and weave your way through the rooms—watch out for Lookers hiding around corners as you go—until you come to a pattern buffer. Save your game, then depart through the east hallway. You'll come to a room with stairs leading up to the right. These Fighters, Lookers, and Wasps don't think you see them hiding at the top of the stairs. Yell "Surprise!" as you lob a few grenades up there, and then grab the ammo to the right.

Don't go upstairs just yet. Instead, enter the hallway on the left. You'll come to a room with a few Fighters inside. Put them out of your misery and then take note of the two switches in this room. Now go up to the window and hit [M] to activate the map. A total of seven platforms will be marked in red. Throughout your visit to this level, you'll be fashioning yet another staircase made of platforms so that you can

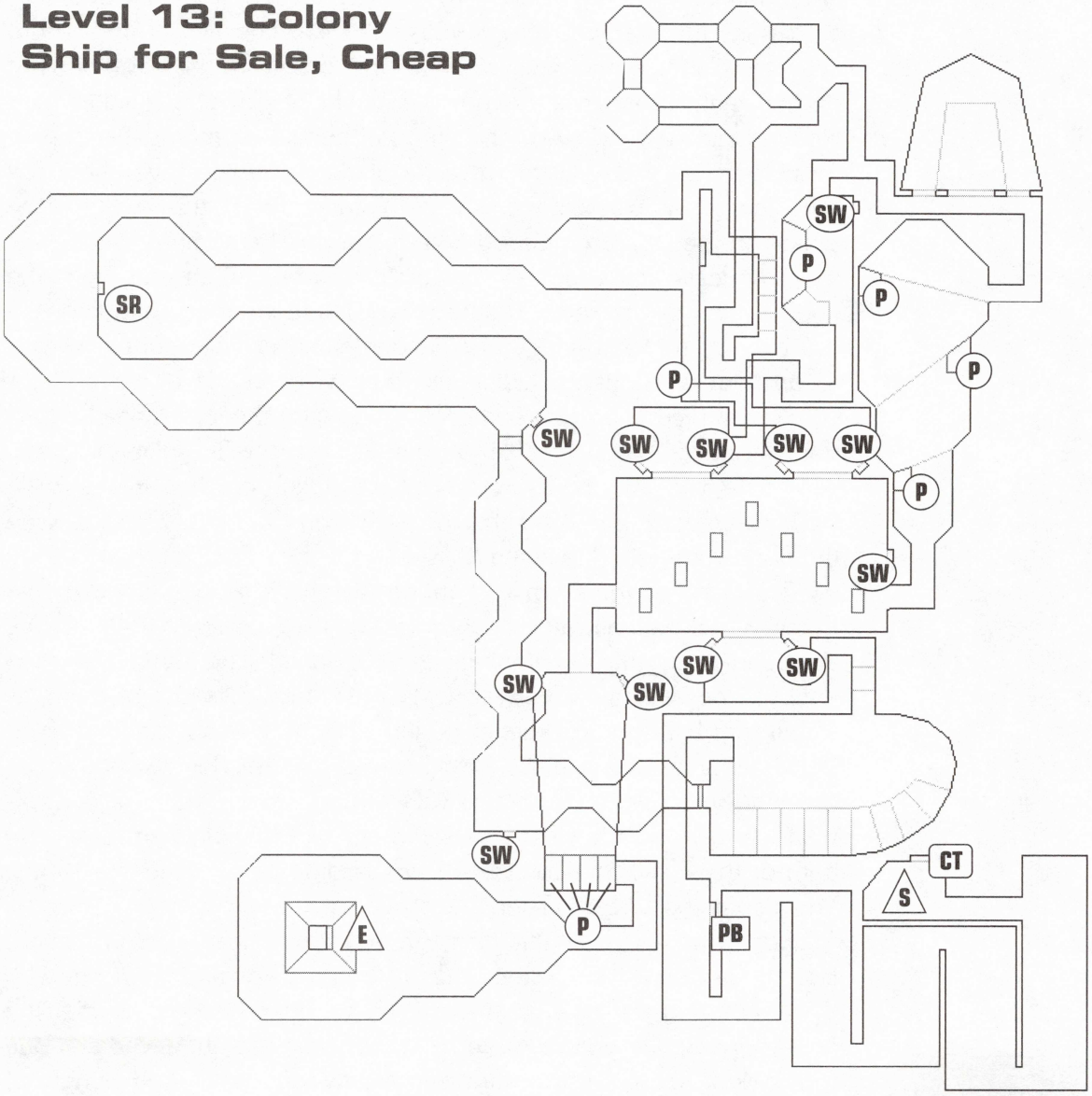
enter the hallway high above to the left. If you stand by the right switch and turn left, you can see this entrance. The switch on the right activates platform number three (the third one from the right). Turn it on and then off when it reaches the height of platform number four. Now grenade the switch on the right in the next room and watch platform four rise. You'll want to make platform number five about the same height as platform four at its highest. To do this, activate the switch on the left, turning it off at the appropriate moment.

Now leave the room and go up the stairs. When you open the door, a pack of Lookers will attack. Squelch them and continue on. In the hallway to the right, you'll encounter a veritable chocolate box assortment of aliens, including Fighters, Wasps, and Lookers. After you've sampled and destroyed each, go toward the door ahead. You'll notice that you won't be able to open it, however. To solve this problem, do a 180 and lob a grenade at the switch on the far west wall. Now go in and immediately hit the switch on the right. This will keep the door from going up again.

Travel north for a while, fighting off aliens as you come across them. When the hallway curves to the right, replenish at the recharge station on the right. Keep going forward—and killing if you have to—until you reach a hallway with two Blue Fighters. Dispose of them, as well. From here you can either go left or right. For now, take a right. You'll see a platform in the next hallway. Take it down into a room with two more switches on the wall. The switch on the right controls platform two, and the switch on the left controls platform one. Use both of these switches to create steps leading to the other platforms. You'll come back to this later.

For now, return to the platform you came from and go straight into the next hallway. Follow it down until you come to a room with three more entrances. Take the one on the right. When you enter the next room, you'll see two more entrances: one straight ahead and one to the right. Go right into the next hallway, and take another right at the hallway after that. At this point, you'll find yourself in a room with a half-circle ledge and a doorway to the top left. Just below the ledge, a few Wasps and a Looker will be waiting. Kill them and then jump down and head toward the doorway. Follow the hallway until you enter a room with two more switches. The switches in this room

Level 13: Colony Ship for Sale, Cheap



S	SW	PB	SR	T	OR	P	SD	CT	E
Start	Switch	Pattern Buffer	Shield Recharge	Tele-porter	Oxygen Recharge	Platform	Secret Door	Computer Terminal	End

operate platforms six and seven. Hit the switch on the right until platform seven is slightly below the entrance on the right. Now hit the switch on the left until platform six is in the middle of platforms five and seven.

Now go back through the hallway into the next room. The switch on the right side of this room activates the platform on the left. Hit it and go up the platform and into the hallway ahead. (If you're low on shields, go back to the pattern buffer and recharge.) Follow the hallway straight and then to the right. To the left you'll see an ammo room filled with goodies. Unfortunately, there's no way inside. You'll just have to leave the ammo and keep going. When you come to a large room, the aliens will arrive. A swarm of monsters will descend on you, but with your superior firepower and strategic skills, you can easily reduce them to plant food. When you're done, turn left and jump down the entrance on the far end of this room. Go into the hallway and enter the room with the platforms.

Now it's time for your grand ascent. (If one of the platforms is too low or too high, you may need to go back to the switches to adjust them.) Hop on platform one and run toward platform four on the right. When you make it onto platform four, turn around and—using either a grenade or a charged fusion bolt—hit the switch on the wall. This will cause the platform you are on to rise. When you reach platform four's maximum height, run onto the other platforms until you make it through the entrance.

Once you've made it through, quickly take out the Fighters to your left. Then run to the left until you come to a dark room. When you jump down into this room, two Lookers will sneak up on you from behind. Blast them. If you look around, you'll see that this room has two switches on one side and stairs on the opposite side. Hit both switches and run toward the platform. When the platform starts going up, keep pressing forward until you make it up to the entrance. Ahead you'll see a brigade of Fighters, Wasps, and Lookers. Beat them back and jump onto the platform that takes you up to the computer terminal. If you miss the platform going up, return to the room with the two switches and repeat the process. Activate the computer terminal to teleport out.

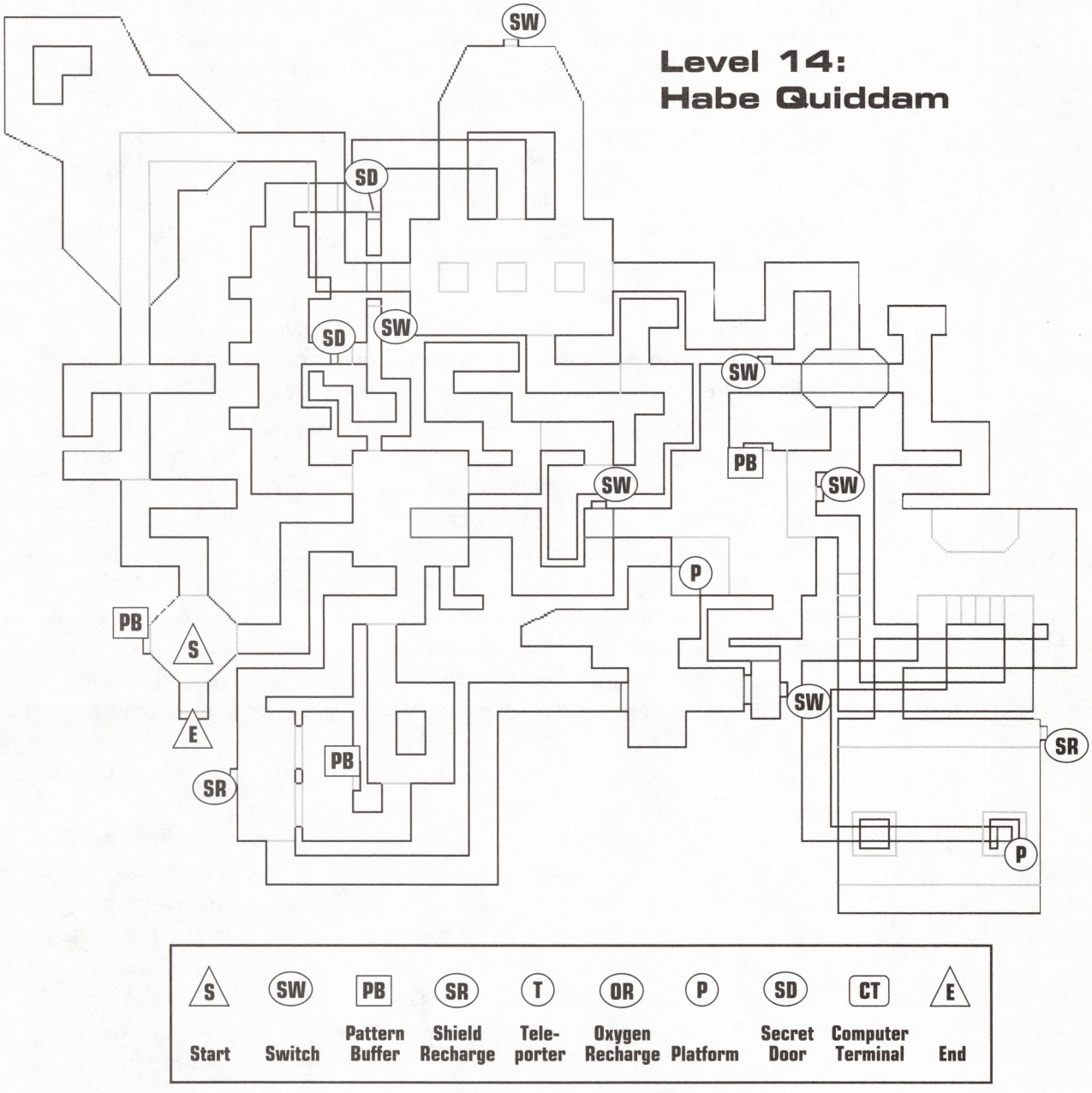
LEVEL 14: HABE QUIDDAM (HAVE SOME)

Yet another message from Durandal awaits you. Read it and then head out the hallway into the next room. It looks like the Wasps have the run of this level, too. A few will attack; kill them. This room is pretty desolate except for what looks like a platform on the ground. Enter the hallway on the right and then turn into the second hallway on the left. Be extra careful around here; you'll encounter a civilian in green clothing who has been assimilated. When he comes in contact with you, he'll explode. Just to be on the safe side, kill any green civilians you encounter. Keep going down the hallway until you come to a room with a recharge station. Use it. To get to the pattern buffer in the next room, go back through the hallway you came from and make a right into the next hallway. Go straight until you reach the pattern buffer. Save your game.

Head back out to the large room and take the first hallway on the right. Continue through this small maze until you come to an area with large block-like structures. Wasps, Fighters, and Lookers will attack; you know what to do. Head north through another hallway until you reach a room with a switch on the north end. Hit it. Now go all the way back to the room with the platform on the ground. When you get there, you'll notice a large opening in the floor. At this point, you should recharge your shields to their max and save your game.

Jump into the hole and onto the lava. Run as fast as you can, making a right, a left, and then another left. The switch ahead will activate a platform. Hit it, hop aboard, and then quickly step out to the right. Kill the Wasps and Lookers here and save your game at the pattern buffer. Now go through the hallway to the left. Hit the switch on the left and quickly run across the platform to the other side. You'll be ambushed from both sides by Fighters. Take them out and then run through the hallway on the right. You'll immediately come to a room with a virtual alien convention going on inside—mostly Lookers, Fighters, and Wasps. Break up their fun, and don't forget to kill the green civilian here, as well.

Now run through the hallway on the southeast end of this room.


Level 14:
Habe Quiddam
SW
SD
SD
SW
SW
PB
SW
SW
P
PB
S
E
PB
SR
SW
SR
P
S Start
SW Switch
PB Pattern Buffer
SR Shield Recharge
T Tele-porter
OR Oxygen Recharge
P Platform
SD Secret Door
CT Computer Terminal
E End

A green civilian, Wasp, and Fighter will follow; make them wish they hadn't. As soon as you're done with them, you'll come to a room with two huge columns and an array of Fighters, Wasps, and Lookers. Sorry, pals. The convention has been canceled. Dispose of them, too, and then charge up at the recharge station on your left. Your next task will be to jump down to the column on the left. The best way to do this without landing on the lava is to face the column and jump straight at it. You should be able to land on its edge. When you do, walk around to the south, and you'll see a platform going up inside the column. Take it up and exit to the left.

Follow the hallway and go up the stairs to the left, into another hallway. Once you get to a room with a large column on the left side, hit the switch on the right to activate the platform. Then jump down to the right—but don't try to get on the platform. You'll land in the room with the pattern buffer. Quickly save your game and then turn around, facing the platform. Once it comes to a rest, wait about three seconds and then jump straight onto the lava and into the next room. To the left you'll see the Alien Energy Converter, which you must retrieve before you can leave this level. Pick it up and then head back to the place where the platform stopped. Wait for it to start going up and then jump off. You'll now want to head all the way back to the switch that lowered this large column.

When you make it up to where the switch is located, proceed into the hallway just to the left of it. Ahead you'll see a deep chasm. Back up, count to three, and take a flying leap over this alien-infested gulch. Kill any Pfhor you encounter. You'll come to a room with three platforms leading to a door ahead. Unfortunately, the door will be jammed, but you can fix this problem shortly. For now, jump onto the second platform, turn right, and then jump into the entrance you'll now have access to. Go through the hallway and into the next room. More Aliens will be lurking here; raid their party. Although you can't see it just yet, there's a secret room behind the second brightly lit small corridor to the left. Hit Tab on the wall to open the door. Once inside, fire your weapon to lure the Looker—and kill it. To the left you'll see a switch. This one will open the

jammed door you encountered a short while ago. Hit it and go back to the area with the platforms.

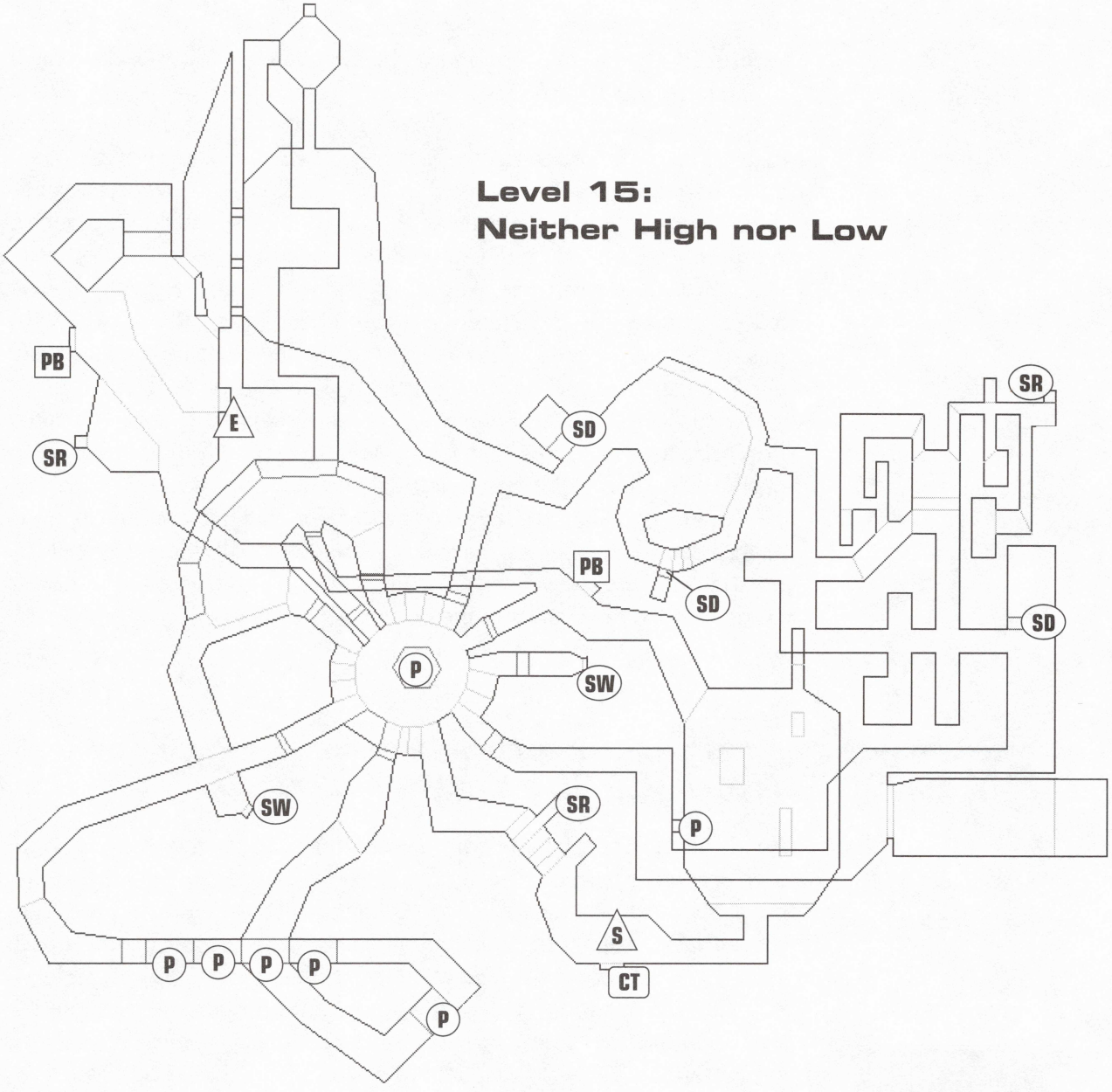
Jump back onto the second platform and this time go through the newly opened doorway on the right. Follow the hallway down. When you enter the next room, you'll come across more aliens. Destroy them. Now walk to the corner of the ledge, where you'll find a barrel. To the right you'll see two passageways in the lava, and behind that a flamethrower. If you want to get the flamethrower, you should be at full-shield strength and know how to grenade-jump. If you're new to this tactic, here's how to do it: run toward the right passageway and curve around it until you pick up the flamethrower. Then quickly switch back to the assault rifle by pressing keypad [7] and grenade-hop onto the ledge. You'll probably be low on shields at this point. Go back to a recharge station, save the game, and return to this spot.

Run to your left and into the next area. You'll encounter two last alien assaults—at the first hallway on the left and the second hallway on the right. Do what you must and then proceed straight until you come to a ledge. You'll see the computer terminal looming up ahead. Jump to it and teleport to the next level.

LEVEL 15: NEITHER HIGH NOR LOW

Read the message on the computer terminal, then move to the right and prepare for your first confrontation. Ahead, close to the stairs, you'll see a Hunter and a Wasp. Kill them. The gunfire will wake up more Wasps. Kill them, too. When you're done, replenish your ammo supply in the small room below the stairs to the right and recharge at the station close to the top of the stairs, on the right. Now run all the way upstairs and keep moving to the right. This time you'll run straight into a pack of Wasps and Lookers. Give them your best rebel yell and wipe out every last one of them. When you stop to catch your breath, you'll find yourself in a room with a long spiral staircase; this is known as the Core Center. Eliminate the two Hunters to the left

Level 15: Neither High nor Low



S	SW	PB	SR	T	OR	P	SD	CT	E
Start	Switch	Pattern Buffer	Shield Recharge	Tele-porter	Oxygen Recharge	Platform	Secret Door	Computer Terminal	End

and then jump down to the bottom of the pit. You'll find a door to the northeast. Open it and save your game at the pattern buffer. Now head toward the left through a narrow corridor, open the door ahead, and destroy all the aliens inside. Then run back to the pattern buffer.

If you keep traveling straight you'll come to a room with three large columns. Run from one column to another, left to right, until you land on the ledge to the south. If you fall down before reaching it, go to the platform on the west wall, (take out any Hunters you find inside), and take it up. When you get to the top of the first column, jump over to the ledge. If you don't make it the first time, keep trying.

Now run back up the stairs, recharge if you have to, and continue back toward the Core Center. Take the first door on the left, and you'll come to a crushing platform. Wait a minute. What's that snoring? Before you go through it, fire a few rounds to wake up the Wasps hiding in the next room. Put them to sleep permanently and then go straight through the crushing platform when it's in the up position. Take the next platform, which you'll see straight ahead, and go through the crushing platform again. This time, you'll have to negotiate a number of these rising and falling monoliths. To avoid being too crushed by the platforms, go forward, and then, as soon as there's an opening, step to the right. When you see it's clear again, go through the next platform by stepping to the right. Don't be afraid of getting crushed once or twice. It won't hurt *that* much.

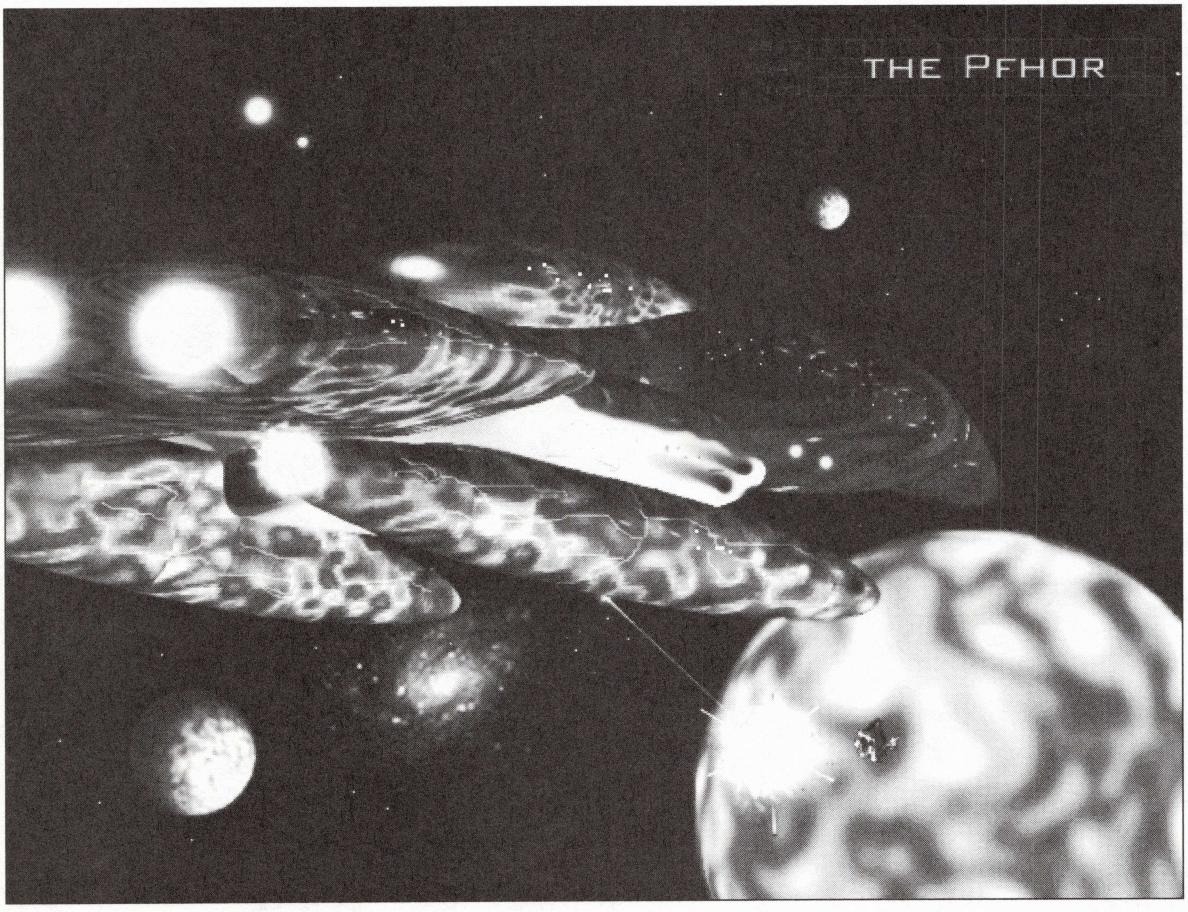
Once you've maneuvered through the platform gauntlet, follow the curving hallway to the right and eliminate the Hunters and Wasps waiting there. Open the door ahead, go left, and open the next door. Now take the ledge to the left until you come to a room with a switch. Hit it and head back to the ledge. More platforms will engage, rising up from below to create a nice little ledge for you to walk on. Follow this platform ledge around, but don't go into the hallway to the left. Instead, walk up to the door just ahead. Open it quickly and then dart left to the next door. No, this isn't a childish prank; when you open the first door and then go into the next room, a few Hunters and Flyers will attack. Kill them, but be sure to watch your back for any stray Wasps buzzing up behind you.

Run to your right and prepare for another little run-in with some Hunters and Wasps. They'll never learn. When you enter the circular room up ahead, a door will open behind you. Turn around quickly to fend off two Lookers and a Hunter who had been hiding in that secret room for who knows how long. When you're through with them, grab the ammo, run back to the circular room and through the doorway on your right. About halfway up the stairs to the right you'll find a hidden room. Hit Tab until you discover it, grab the ammo, and then run to the top of the stairs and into the hallway on the right. You'll pass two hallways with rooms to the left and right. Keep going straight until you see a blue room ahead. At the hallway on the left, just before you reach the blue room, make a left. Go downstairs, and into the narrow corridor to the right—killing any bad guys who cross your path—and then turn right. At the end of this narrow hallway, invisible to the naked eye, is a hidden recharge station, which can be found the left. Again, hit Tab until you find it. Charge up when you do and then enter the room behind you to retrieve more ammo. Now you can return to the blue room. When you get inside, a door to the north will open, spilling out more aliens thirsty for battle. Destroy them and then go through the hallway to the right. Follow it all the way to a door. When you open it, three irate Hunters will attack. Put an end to their pathetic whining.

Return to the hallway and proceed a short way down the stairs. To the right you'll see another door, this one with a switch behind it. Open the door, but *don't go in*. Quickly hit the switch with a grenade or charged fusion bolt and then jump onto the platform in the middle of the Core Center. If you miss it or fall off, you can hit the switch again to lower it. Keep trying until you land on the platform. When it stops at the top, jump to the opening in the northwest corner and open the door. Another herd of Hunters and Wasps will attack. Show them what you did to their friends and then go through the blue hallway.

Up ahead, you'll see a pattern buffer. Save your game and then run straight toward the platform, and kill the aliens guarding it. Ride

the platform up to the computer terminal, but don't activate it just yet. Instead, jump to the ledge with the recharge station and claim your well-deserved reward: some ammo and the famous rocket launcher (yahoo!). Now recharge and jump back to the computer terminal. Activate it to get out of here.


THE PFHOR

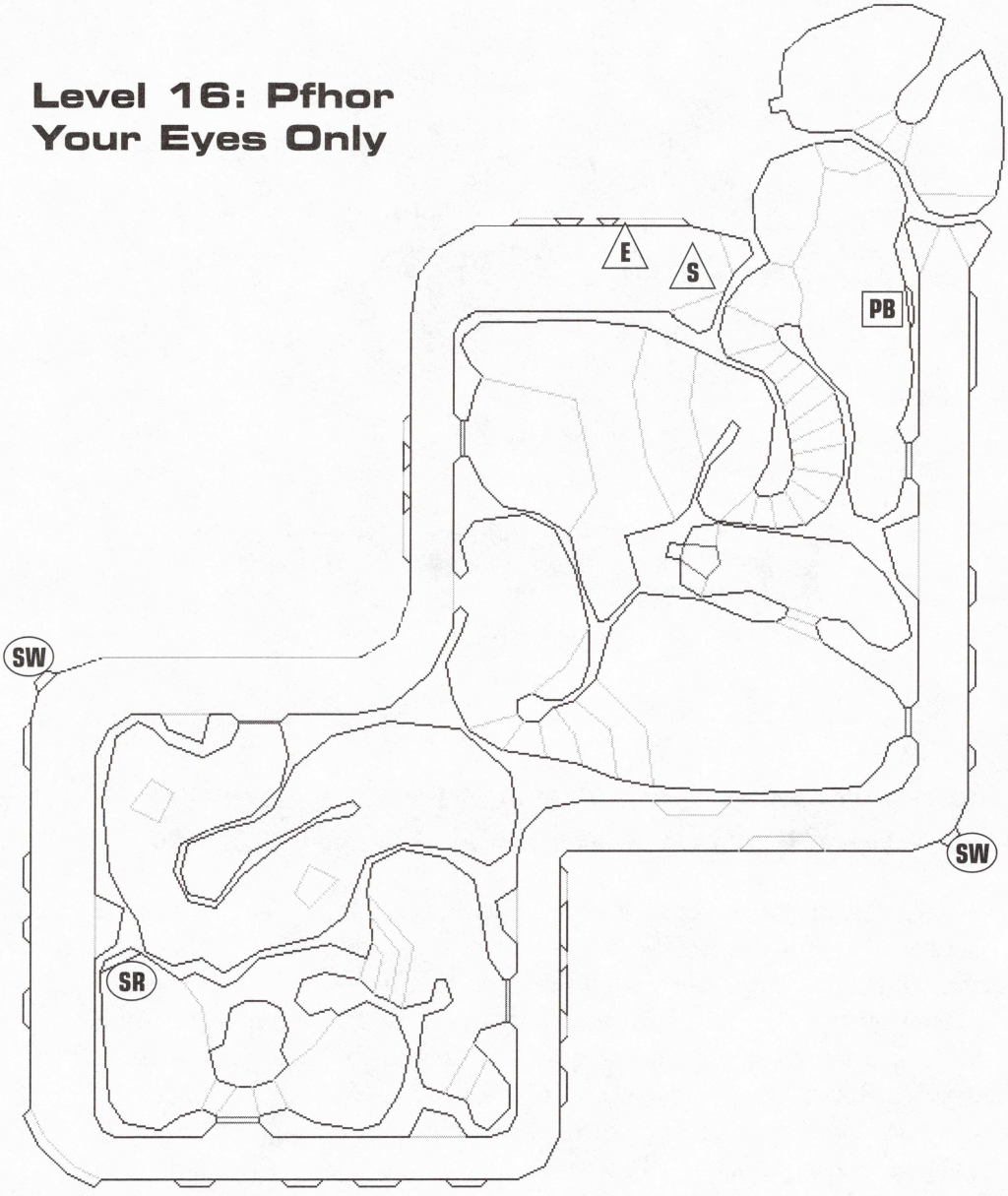
CHAPTER 10

THE PFHOR

LEVEL 16: PFHOR YOUR EYES ONLY

This is the first of several times on this mission that you will be sent outside the *Marathon*. The teleporter sets you down inside the alien ship, facing a long hallway. To the right is a window, and in the distance you can see the *Marathon*. Remember this window; you'll use it to teleport back when you're done. Your goal here is quite simple: explore. Investigate every room and hallway, searching for clues and other valuable information that might help you in your quest to rescue civilians and conquer the Pfhor. When you think you've accumulated enough information, return to the window on the right to teleport out. That's it! Have fun with the alien weapon!

Level 16: Pfhor
Your Eyes Only



S	SW	PB	SR	T	OR	P	SD	CT	E
Start	Switch	Pattern Buffer	Shield Recharge	Tele-porter	Oxygen Recharge	Platform	Secret Door	Computer Terminal	End

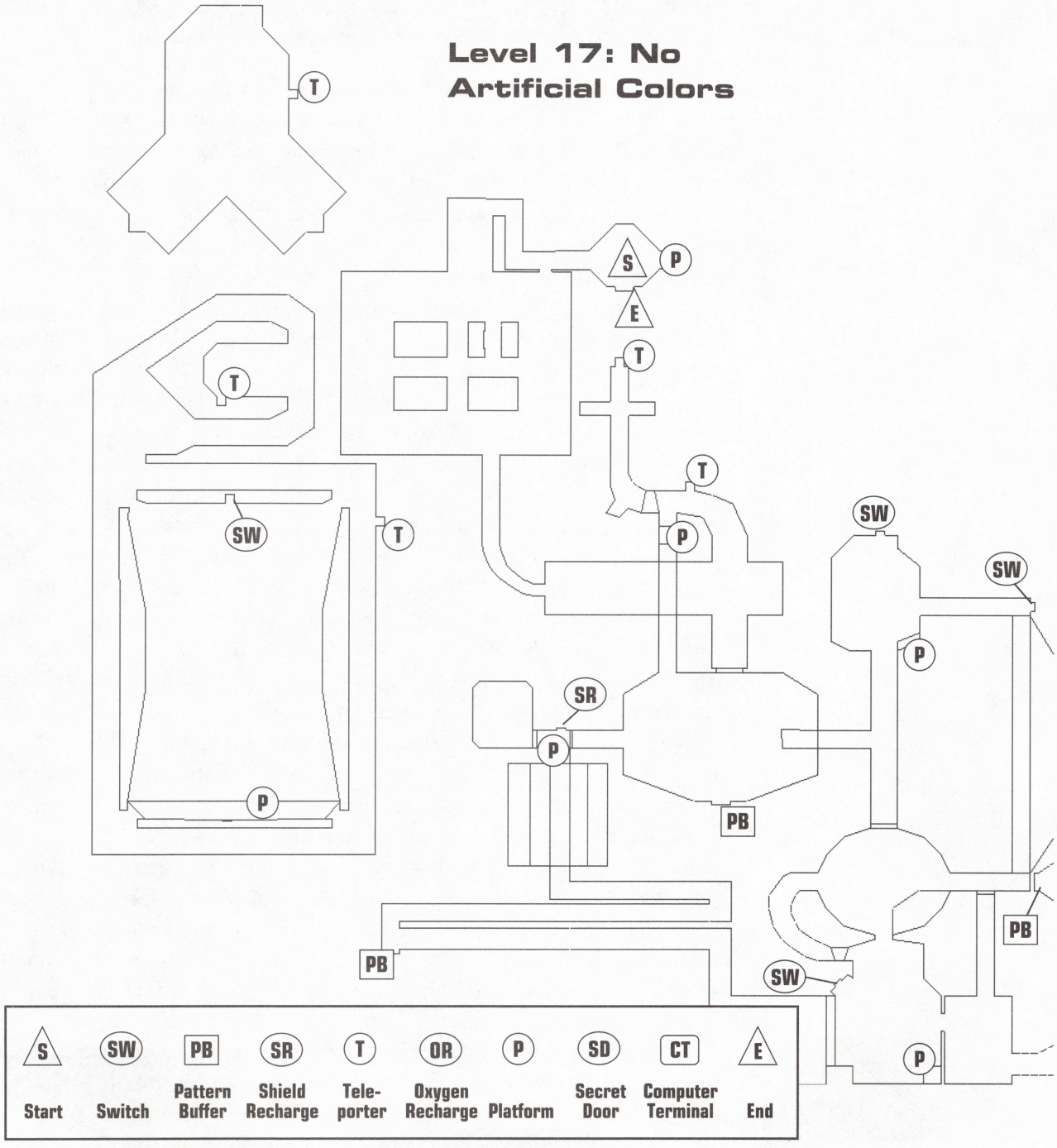
LEVEL 17: NO ARTIFICIAL COLORS

Back in the *Marathon*, you find yourself again facing a computer terminal. Read the message from Durandal and save your game at the pattern buffer to the left. Take the hallway to the east, jump down, and head north. A single Trooper will try to block your path to the left. Blast him before he blasts you—and before he has a chance to summon his friends. By the way, make sure you kill any green civilians you see on this level; some have been assimilated.

Run north through a hallway that curves to the left. You'll enter a dark hall swarming with Wasps. Exterminate them. When the last one collapses, continue forward and then to the right. Through a window, you'll see a large room with a pattern buffer straight ahead. This is no time to enjoy the view, however. From this point on, you'll be subjected to relentless attacks by aliens. As you're well aware, you should try to eliminate as many as you can. Start by firing a few grenades to jolt them from their slumber. (It's a wonder these snoozing thugs get *anything* done.) Then turn around and enter the teleporter at the other end of this hallway. You'll be transported to the room you just cleared. Kill any remaining aliens, save your game at the pattern buffer, and then go right, toward the recharge station. Although you won't be able to reach it, you can still recharge here by facing the station in a certain position. Try until you get it.

Now run to the opposite end of the hallway and take the platform up. Turn left and enter the room with two switches, one just ahead and another to the west. Hit the switch straight ahead and then jump to the ledge to chuck a few grenades at the other switch. Now go back out and head north. When you enter the circular room ahead, a few Wasps will descend on you. Kill them quickly and then jump onto the ledge to your left. Put an end to the Wasps buzzing around here and then jump down to the room on the left. Head into the hallway to the west. When you round the corner, you'll see a Trooper lurking up ahead, followed by another Trooper and still more Wasps. Kill them all and then save your game at the pattern buffer on the right. Now go up the stairs to the left and grenade the switch at the far end, aim-

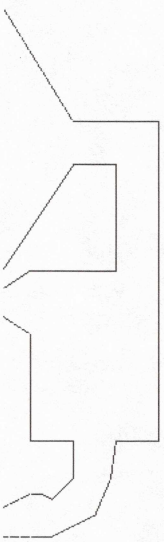
Level 17: No Artificial Colors



ing through the window. Run through the hall on the right, make a left, and head straight to the passageway ahead. Go down the stairs to the next room.

Jump onto the platform in the northwest corner. When it rises up, jump onto the platform in the middle of the room. A wall to the east will descend. Inside the next room, a few Wasps and Troopers will be waiting for you. Do away with them fast and then jump down the hole in the floor in the upper right part of the room. Run east, killing any Wasps you encounter along the way. Jump down to the next level through a similar hole in the floor, and keep repeating the above steps until you land in a room with three large platforms going up and down. Don't worry about the aliens here; those crushing platforms will do your dirty work for you.

Toward the south end of the room, you'll see a solitary platform going up and down. When the time is right, run to it and take it up. Recharge at the first station you see and then open the door to the left. Free the civilians in here but be careful with the green ones; at least two have been assimilated. Head back into the hallway and toward the first teleporter you already found on this level. Don't go in, but notice a new passageway just to the left of it. Run as fast as you can to the teleporter at the far end of this passageway, and ignore the incessant buzzing of those Wasps.



This second teleporter will transport you to a room full of assimilated civilians. Destroy these traitors before they do you any damage and then run out into the hallway on the left. Jump down into another long hallway, this one continuing a single green civilian loitering aimlessly inside. Fire a few shots at him, which will provoke a gang of Fighters to attack from the hallway on the left. Kill them and then run down the long, brightly lit hallway where you saw the civilian. You'll notice an opening at the end, to the left. *Be very careful here*. This opening leads down to a giant room where all the aliens on the ship are having some kind of strategy session. It also contains a teleporter, which you definitely need to get to. Jump down the hole and run to the teleporter at the far end. Ignore the aliens if you can.

The teleporter will deposit you in a large room with a ton of

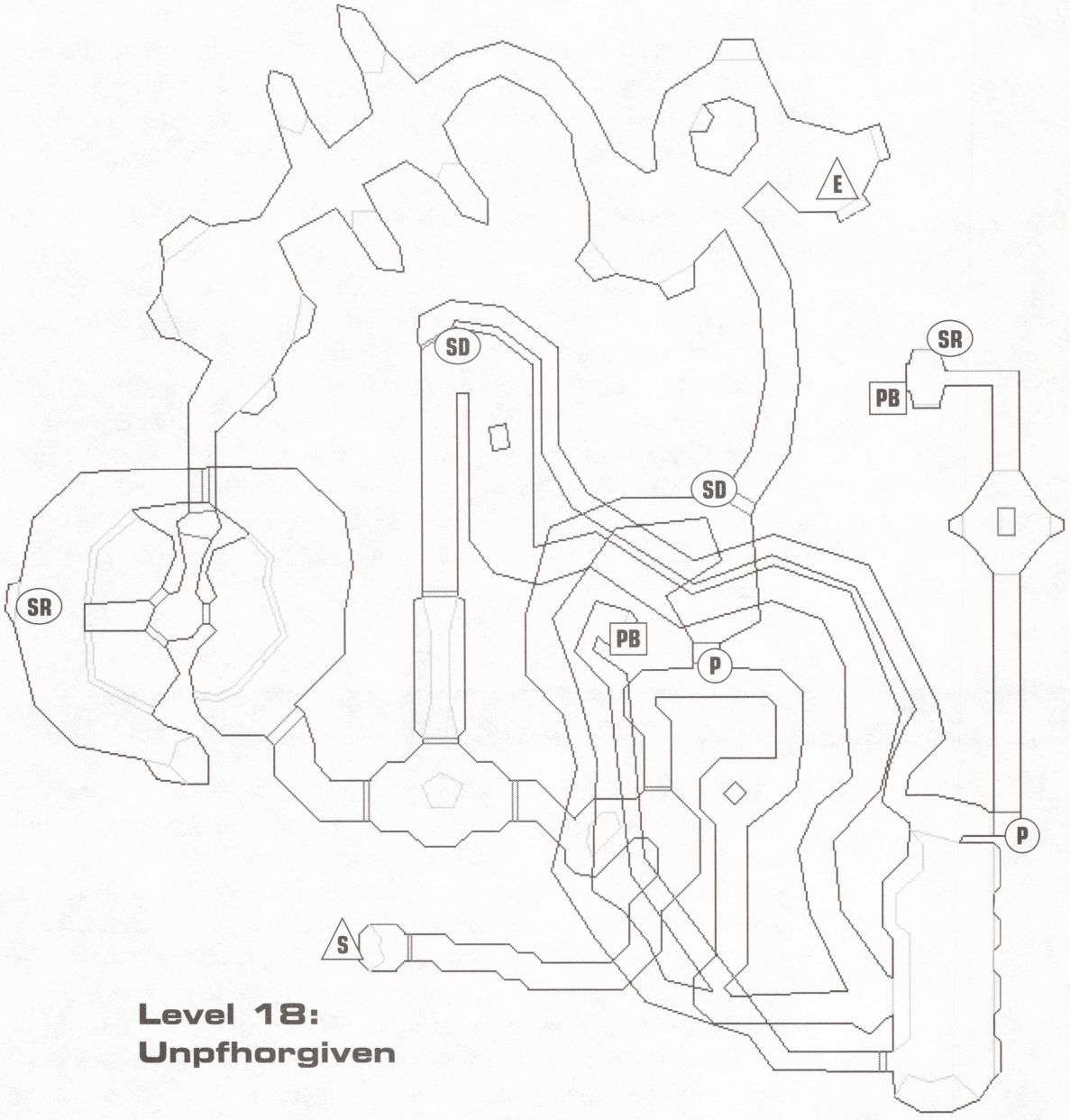
ammo in it. Kill the green civilians here, grab all the ammo, and then reenter the teleporter. You'll be sent to the same location you started from. Save your game and use the computer terminal to teleport out.

LEVEL 18: UNPFHORGIVEN

When the teleporter doors open, you'll discover that you're back on the alien ship for another exploratory mission. Open the first door you see and follow the hallway down. This time, a Hunter and several Wasps will greet you. Skip the pleasantries and then go through the first door on the right (the one the Hunter came through). Follow this hallway to the right, where a pack of Fighters will be standing guard next to a platform. Kill them and take the platform down to yet another hallway, killing any Hunters you encounter on the way. Eventually, you'll come to a blue door. When you open it, a few Wasps and Lookers will attack. Kill them and then investigate the room.

Now head back to the hallway. You'll notice that, on the way back, the road will fork to the left and right. Go to the right and save your game at the pattern buffer just ahead. Come back to the fork in the road and go through the other hallway to the platform. Take it back up and head to the left. More Fighters will ambush you; stop them. Then go left into the purple hallway. You'll encounter a pack of Green Fighters at the end. Blow them to bits.

Now where exactly did those Green Fighters come from? There must be a secret hallway somewhere on this north wall. Hit Tab until you find it. When the secret door opens, enter the long hallway it will reveal and take the platform up. Exit to your left. When you come to the large chasm, fire a few shots and back up. Some Wasps will dutifully appear, just in time for you to slaughter them. Inside the chasm, a platform will be rising and lowering. Grenade-hop over it by looking down, running, and then firing a grenade into the abyss when the platform is down. Save your game at the pattern buffer and then recharge at the recharge station ahead. Now run back toward the secret door.



Level 18: Unpfhorgiven

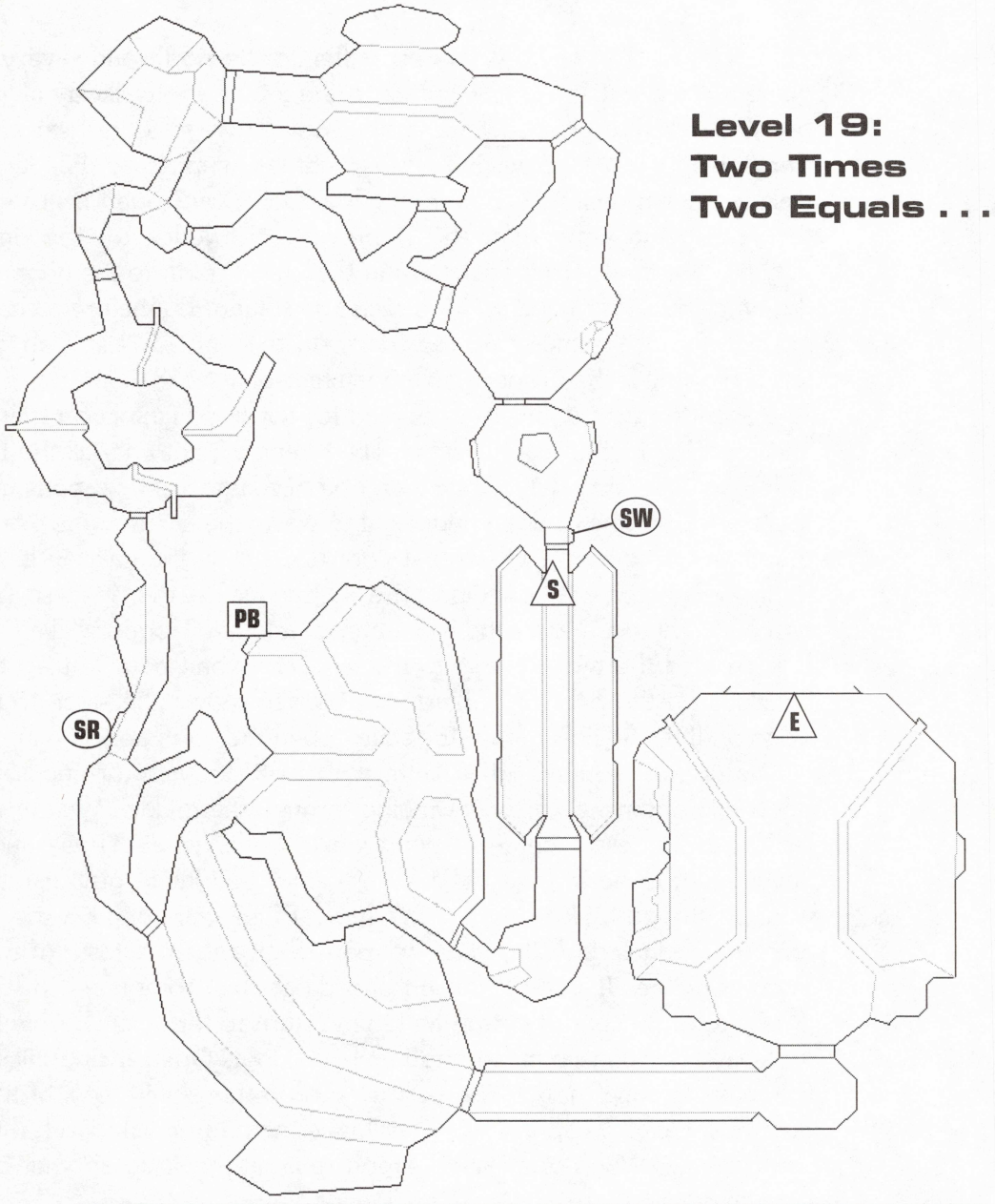
S	SW	PB	SR	T	OR	P	SD	CT	E
Start	Switch	Pattern Buffer	Shield Recharge	Tele-porter	Oxygen Recharge	Platform	Secret Door	Computer Terminal	End

Go through the secret door straight ahead and mutilate the two Fighters waiting outside. When you open the door ahead, more Fighters and a Hunter will attack. Fight them off and then open the next door, on the right—*but don't go through it*. First get rid of the Wasps, Fighters, and Hunter that will approach. When you've offed them, go through the door. Watch out for that invisible Looker on the left. Open the door ahead, kill it and destroy the Wasps near the recharge station on the right. Then run down to the end of the hallway and hop on the teleporter to the left of the recharge station.

Take the platform down and prepare yourself for one of your fiercest battles yet. Poke your head in the next room and then back up a bit. An irate army of aliens will begin charging forward. Assume your best defensive posture and take them out, one by one. When the last cretin falls, continue to move forward. Kill any other aliens you encounter, as you work your way east to the room with the two windows. Stand by the window on the right to teleport out of this war zone.

LEVEL 19: TWO TIMES TWO EQUALS . . .

You begin this level facing a long hallway with a locked door behind you and another door at the opposite end. Beyond the door in front of you, a single Enforcer is patiently standing guard. Kill him with one of your nonexplosive weapons and then steal his own lethal alien gun. Once you're in this room, the only way to get out is to jump down through the hole—but this is more difficult than it would seem. As you'll discover, a new obstacle awaits you on this level: green slime. The only way to exit the room without being damaged by this gooey mess is to walk straight ahead toward the purple wall, just to the right of the slime, and then jump down and open the door ahead. You'll see narrow walkways surrounded by green slime pools and an arrogant-looking Trooper standing off to the right. Kill him quickly with your newfound alien weapon and then take out his buddy, who will approach from behind him.


Level 19:
Two Times
Two Equals . . .
SW
S
PB
SR
E
S Start
SW Switch
PB Pattern Buffer
SR Shield Recharge
T Tele-porter
OR Oxygen Recharge
P Platform
SD Secret Door
CT Computer Terminal
E End

Now walk to the alien pattern buffer to the north and save your game. Watch out for Blue Fighters to the left of the walkway as you go. When you're finished, take the west walkway into the next area. Three Troopers will be waiting on the right ledge up ahead. Follow the walkway down until you come to a large door. *Don't open it*. Instead, turn right and jump over the slime onto the ledge on the right. Surprise the three Troopers here and then head north to the door. On the other side, you'll find an alien recharge station. But before recharging, kill the aliens hiding in the room on the right. Doesn't anyone teach Pfhor kids the proper way to play hide-and-seek?

Open the next door up ahead and kill the two Fighters on the left and the Blue Fighter on the right. Then hang a right and kill the two Enforcers on sentry duty. They won't be needing those weapons anymore. Pick up one of them and use it to waste the aliens coming from the door to the north. Open that door and follow the hallway to the right. A Trooper will be hiding on a high ledge on the right, so take him out. When you enter the room ahead, another Trooper will attack. Kill him and the two Fighters to the left. You won't be able to get to the door on the right from here. Instead, jump over the slime to the ledge on the left. Then go up the stairs, open the door, and step in.

You'll find yourself in a room with two stomach-turning slime pools and a narrow walkway winding through the middle. Wait briefly for the Enforcer to come at you from the walkway. (Those dudes never seem to be in much of a hurry.) After you kill it, grab its alien weapon. If you look up, you'll see more Pfhor gathering on the left and right ledges. Use the alien weapon to give them a taste of their own medicine. If you're low on shields at this point, take a brief detour to the recharge station and then return to this spot. Follow the walkway until you come to another large door. Open it and kill the Enforcers waiting inside. The best way to do this is with one of their own trusty alien weapons, which will take them out quickly with minimal damage. When one alien weapon runs out, pick up another one from the ground.

With that messy business done, open the door on the right and scan this area. Then return to the room and go to the door on the

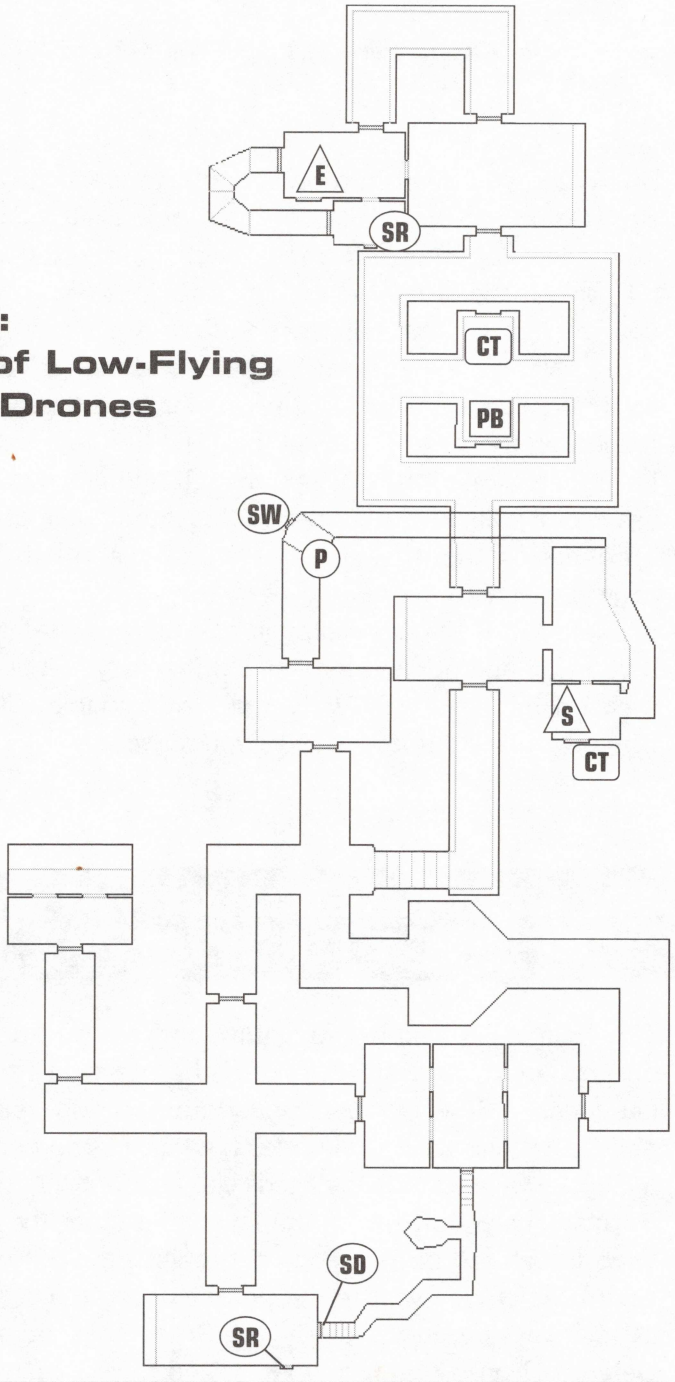
left. When you open it, a handful of Troopers will attack. Take a few steps back and wipe them out with the alien weapon. Then go on inside. Hop on the platform and then jump to the ledge ahead. If you hit Tab on the switch to the left, the door will open, and you'll find yourself in the same hallway you first came from. Run straight for a short distance, jump down the hole, and then save your game at the familiar pattern buffer. Again, go through the west walkway. This time open the large door and toast the Enforcer ahead. At the end of the hallway, open the door on the left and brace yourself for one final assault. It will begin with a raging band of Fighters, followed by Troopers on the right and Enforcers on the left. Demonstrate your prowess with weapons and then run to the large window ahead to teleport out. If all goes well, you'll be delivered safely to the next level. If you wait and nothing happens, it means you haven't explored every area on this level. Go back and cover your tracks again, this time using the map to uncover spots you missed.

LEVEL 20: BEWARE OF LOW-FLYING DEFENSE DRONES

This time you'll land in front of a doorway, with a computer terminal on your right. Activate it to read the message from your old buddy Durandal. A few Troopers and Enforcers will approach. You'll also notice that two Defense Drones have been good enough to show up, but you should still kill any aliens you encounter in this room.

Now jump down from the ledge and enter the room to the west. Grab the ammo on the ledge and open the door on the right (to the north). When you veer to the right and turn the corner, you'll surprise a pack of sleeping aliens. This time, back up and try to let the Defense Drones do their work. When all the aliens have expired, go back and make another left. You'll come upon a strange collection of aliens and Defense Drones hiding behind a computer terminal and a

Level 20: Beware of Low-Flying Defense Drones



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Start	Switch	Pattern Buffer	Shield Recharge	Tele-porter	Oxygen Recharge	Platform	Secret Door	Computer Terminal	End

pattern buffer. Watch the fur fly—they'll all kill each other—and then read the message on the computer. Save your game at the pattern buffer.

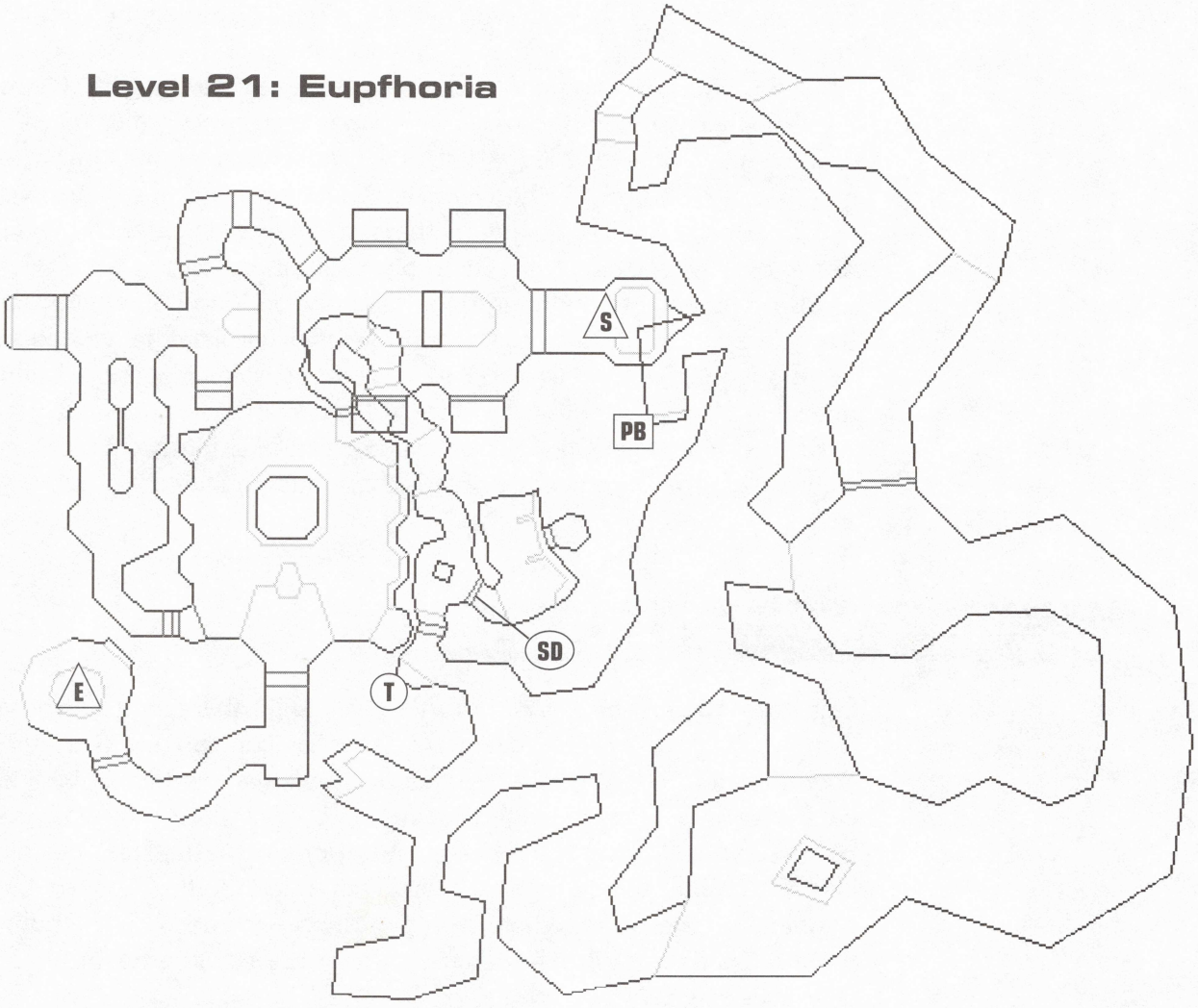
With that interesting encounter resolved, head north again. Open the first door you come to, and you'll enter a room with a small window on the left and a ledge full of ammo on the right. Grab the ammo and look through the window. Inside the room, the aliens will launch a civil war. You'd heard there was disgruntlement in their ranks, but this is incredible. When they're finished, kill any remaining aliens if you need to and then open the door on the right. Run down the hallway and annihilate the two Enforcers waiting by the next door. Then open it. To the right you'll see a computer terminal and straight ahead a window. Behind the window is a recharge station. If you need to use it, open the door on the right and kill the two Enforcers standing guard. Then head back to the computer and teleport out.

LEVEL 21: EUPFHORIA

Once again, you'll be delivered to the alien ship, this time to a room teeming with Wasps. Take them out as fast as you can and then turn your attention to the room's many doors. Take my word for it; behind each one is a Hunter, eagerly waiting to annihilate you with his plasma cannon. Throw open the first door on the left and quickly blast the Hunter before he blasts you. Then open the first door on the right and do the same. When you open the second door on the right, three more doors will open. Destroy the crusty crustaceans inside as quickly as possible.

Now run through the third door on the right and take the elevator down. Open the door ahead. A Wasp and a Hunter will attack—kill them. When you walk toward the next door, it will open, revealing two more Hunters messily licking their chops. At that same moment, a few more Hunters and Wasps will attack from the right. Kill them all and then head into one of the hallways on the left. You'll come to yet

Level 21: Eupfhoria



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Start	Switch	Pattern Buffer	Shield Recharge	Tele-porter	Oxygen Recharge	Platform	Secret Door	Computer Terminal	End

another door. When you open it, a band of ferocious Wasps will attack. Beat them back with your double pistols or fusion gun and then jump onto the ledge up ahead and then onto the ledge beyond that. For now, ignore the door on the right. Go up the stairs and open the door. Run down the green hallway—killing the Hunter trying to block your path—until you come to another door. When you open it, you'll find yet another Hunter. (These guys could haunt houses.) Kill him and then destroy the other aliens that will approach from the left.

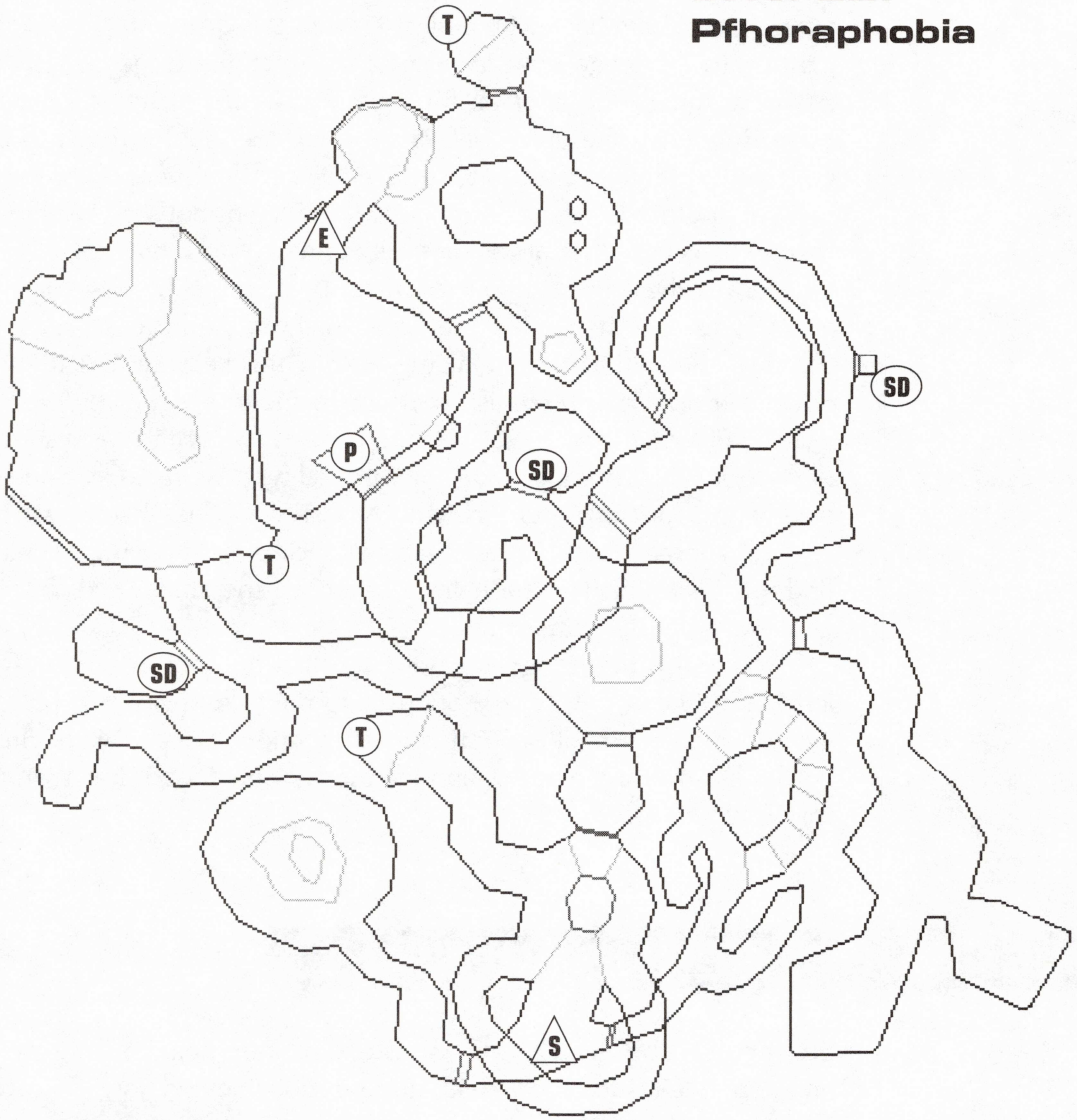
Run to the left until you reach an oval room. Dispose of all the aliens here and then enter the green hallway to the east. Save your game at the pattern buffer at the end of the hallway and then step down the flickering brownish corridor to the left. An army of Wasps will be hovering inside. Slay them and then follow the hallway to the next door. This room, too, will be infested with Wasps. Continue your decimation mission, and when every last Wasp has been destroyed, enter the green hallway heading east. Kill any surviving aliens you find, go back through the hallway, then up the stairs, and save your game again at the pattern buffer.

Now go to the doorway where you first entered this area. To the left you'll find a purple, pulsating teleporter. Jump into it, but don't get too comfy. You'll be transported to another room with Hunters inside. Destroy them and then face the window to exit this nightmare for good.

LEVEL 22: PFHORAPHOBIA

Still aboard the alien ship, you'll begin your next journey from a bridge that leads to a door, with another door behind you. Go through the door ahead and kill the Compiler awaiting your entrance in the next room. Now head back to your starting place and jump over the bridge. Open the door ahead, and then the next one. Eliminate the Fighter and Compiler lurking behind it and then run through the hallway to the north. Get rid of any aliens you encounter and quickly enter the first hallway on the left. A pack of Fighters will step forward

Level 22: Pfhoraphobia



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Start	Switch	Pattern Buffer	Shield Recharge	Tele-porter	Oxygen Recharge	Platform	Secret Door	Computer Terminal	End

to greet you. Destroy them and then turn around and take care of the next gang of aliens to approach. Gee, there are a lot of Pfhor around here. Obviously, there's something vital in this area that they're protecting. Head back into the green hallway and toward the north until you see a large room. Ahead you'll discover why this place is so infested; the Alien Leader is conferring with two Enforcers. Such an auspicious occasion calls for an auspicious weapon. From the relative safety of your ledge, polish up your rocket launcher and fire a well-aimed projectile at the Alien Leader's head. When you do this, a pack of furious Compilers will swoop up and attack. Kill them all.

Down below, the Fighters and Enforcers will try to attack each time you get close to the ledge. The best thing to do is wait for one of the aliens to go berserk. Soon the berserked Pfhor will take out most of the (relatively) sane Pfhor. When only a few are left, jump down and finish them off. Head into the teleporter.

Once again, you'll be sent to the top of the ledge. Go back to the bridge area and jump down into the abyss. In one of the rooms to the west, you'll encounter a number of invisible Compilers. Kill them and then jump on the teleporter.

This time you'll be delivered to an oval room with three Fighters and a Compiler. Annihilate the aliens and then open the small, narrow door on the right. Squeeze through and follow this hallway down until you come to a door on the right. Open it and destroy the aliens inside. Now head back into the green hallway, to the left and up the stairs. Keep going until you come to a door. Open it and jump down again to where the bridge is located. Once again, board the teleporter. When it deposits you, open the large door ahead, go down the hallway, and open the next door. An entourage of Fighters will rush out. Kill them and, while you're at it, take out the Compiler resting on the right. This is no time for napping. Go back out the door and jump onboard the teleporter. Who messed with the controls? Yet again, you're delivered to the bridge area. Again, return to this area.

In the upper left corner of the room, you'll find a large abyss. Jump down into it and kill the invisible Compiler you meet along the way. Face the windows to teleport out. If for some reason you aren't sent anywhere, it means you haven't entirely explored this level.

LEVEL 23: AIN'T GOT TIME PFHOR THIS

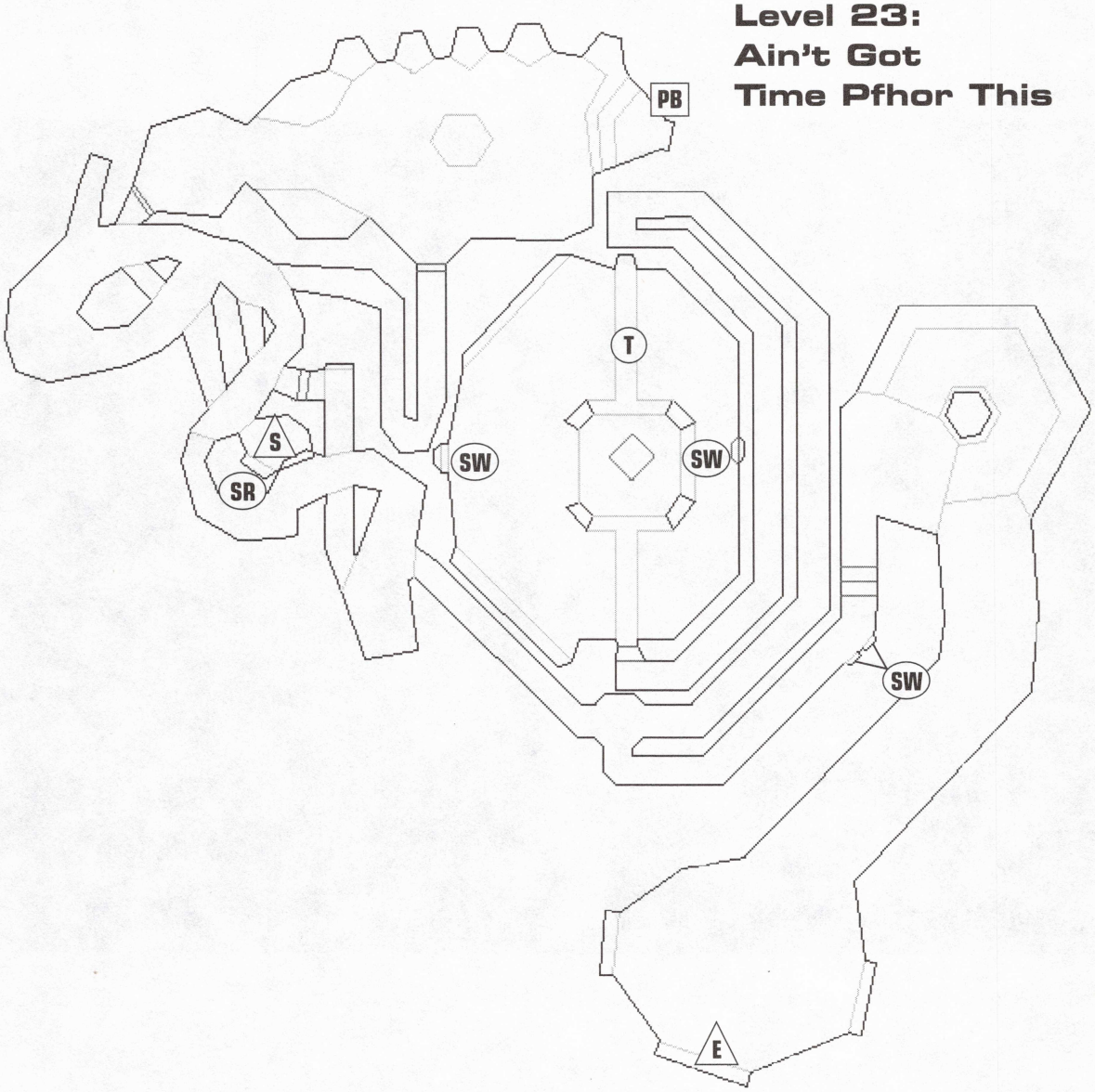
Conveniently, you're transported to a room with a recharge station. Use it and then proceed to the exit, jumping over three slime rivers on the way to the door. Watch out for the Wasps tailing you. When you get to the other side, you'll be in a large, dark room filled with stationary Compilers. A Trooper or two will approach. Kill the Troopers, but don't worry about the Compilers in this room. Believe it or not, they're on your side now.

Open the door to the south and blast the Troopers inside. Then follow the hallway through two more slime rivers and open the door up ahead. Jump down and head north over two more slime rivers. Run through the hallway to a fork in the road and go right. Hit the two switches on the right at the end of this hallway, dispose of the alien in the next room, and then head back to the fork in the road. This time, veer to the left and keep going until you reach three Wasps. Demolish them and then open the door on the right. Back up and kill the Wasps that fly out to see who's there.

When you enter the next room, you'll come to a narrow walkway and a platform going up and down, carrying something shaped like an egg. To the left, two rows of Wasps will hover above. Ignore them; they won't attack. Now turn to the left and fire once at the Purple Compiler resting next to a switch. After he moves, fire a grenade at the switch. Then fire another grenade at the switch on the right until the platform in the middle stops. Head to the teleporter up ahead.

Just when you thought the fun was over, you're transported to a room with a large green column in the middle. Turn around and kill the Troopers that approach. Now go back to the room with the Compilers and teleport out forever.

Level 23: Ain't Got Time Pfhor This



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Start	Switch	Pattern Buffer	Shield Recharge	Tele-porter	Oxygen Recharge	Platform	Secret Door	Computer Terminal	End

REBELLION

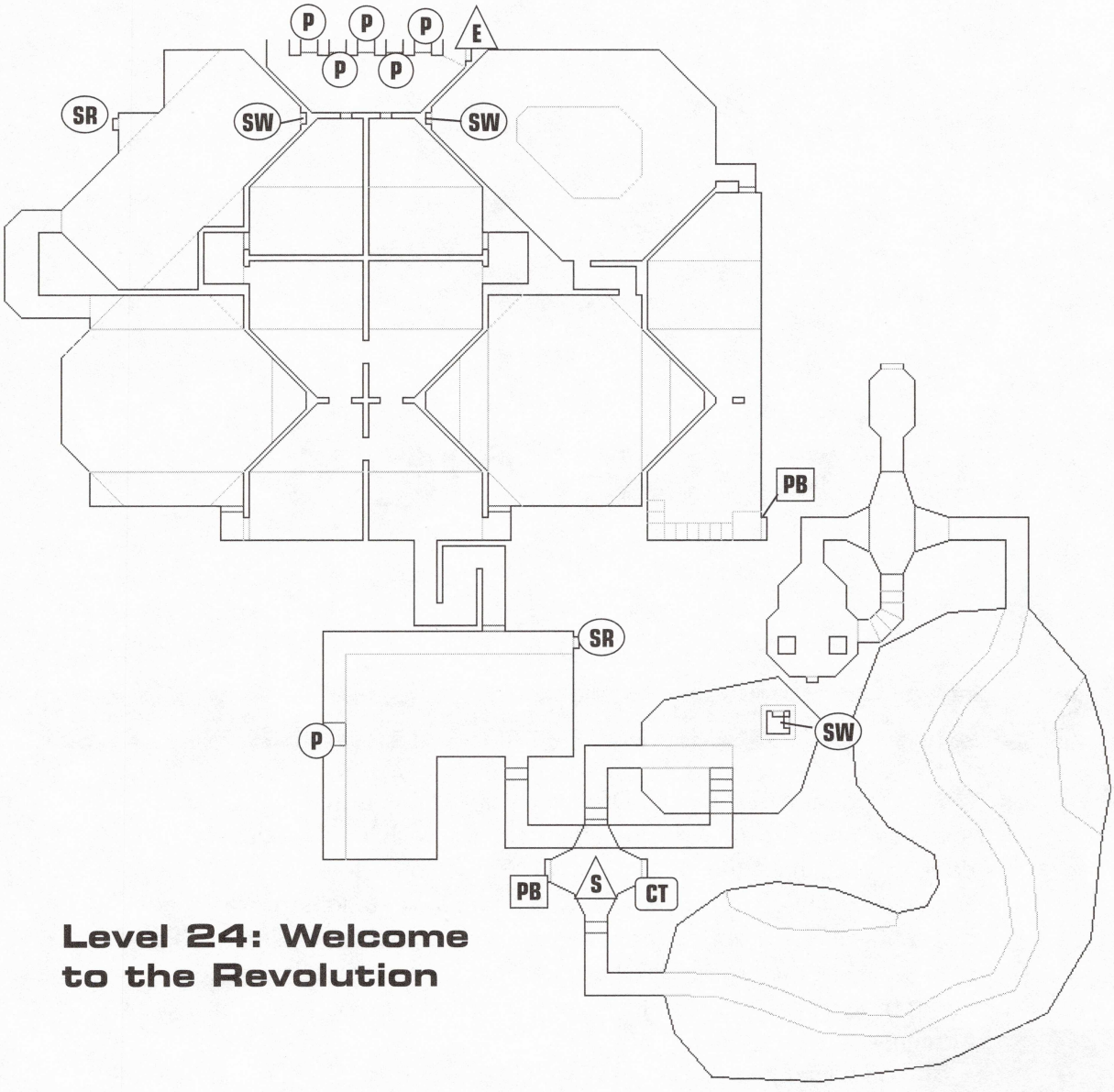
CHAPTER 11

REBELLION

LEVEL 24: WELCOME TO THE REVOLUTION

Once again, a message from Durandal will await you. Read it and then save your game at the pattern buffer behind you. Exit this room via the door to the left of the pattern buffer. You'll come to a walkway surrounded by lava, with a pack of snarling aliens standing on a ledge high above. The moment they see you, they'll attack. As difficult as it may be, resist the urge to fire back. Instead let the Compilers, who are now on your side, do the dirty work. Yes, indeed, the tables may be turning.

If you'd like, hang around to watch the action for a while and then head back into the room with the computer terminal and the pattern



Level 24: Welcome to the Revolution

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Start	Switch	Pattern Buffer	Shield Recharge	Tele-porter	Oxygen Recharge	Platform	Secret Door	Computer Terminal	End

buffer. This time, go through the north door. You'll come to another walkway surrounded by lava. At the end of the walkway and to the left you'll see a column. Jump on it and hit the switch behind it. Now look to your left while facing the switch. A series of platforms will begin creaking upward. Wait until the third platform starts moving and then jump onto the fourth platform, which will take you up to the doorway. Go through the hallway and open the door ahead. When you enter the room, the Compilers on the right will begin battling the aliens on the left. Try to help the Compilers out as much as you can since they'll be a bit outnumbered.

When victory is assured, take the platform up, grab the ammo to the south, and then recharge at the recharge station. Open the door to the north and run through the corridor behind it. When you enter the next room, the aliens and Compilers will engage in yet another skirmish. This time, keep out of the way and let the Compilers do their work. Help them clean up if you have to and then enter the doorway on the left. If you take the next hallway on the left, you'll come to a room (labeled Cargo A on your map) with a few Hunters and Troopers inside. Kill them and then head into the hallway in the upper left corner. Take out the two Troopers here and then enter the next room. More aliens will attack, but they're no match for an experienced security officer like you. Do what you have to and then grenade the switch on the wall. Before you leave, pick up the ammo and don't forget to take advantage of this room's recharge station. When you're finished, head back through the two rooms you just cleared.

The next two rooms on the left (Cargo C1 and Cargo C2 on your map) are literally hopping with aliens. Your best bet here is to open both doors and let the Compilers go to town. When they'ree done with the aliens, open the door nearest the corridor you came from and proceed to Cargo B. Again, the place will be a virtual alien convention. Let the Compilers do the dirty work. Help them clean up if you have to and then head into the hallway in the upper right corner. You'll come to a room with a large pit in the middle and a switch on the left. Unfortunately, the Compilers here will be largely outnum-

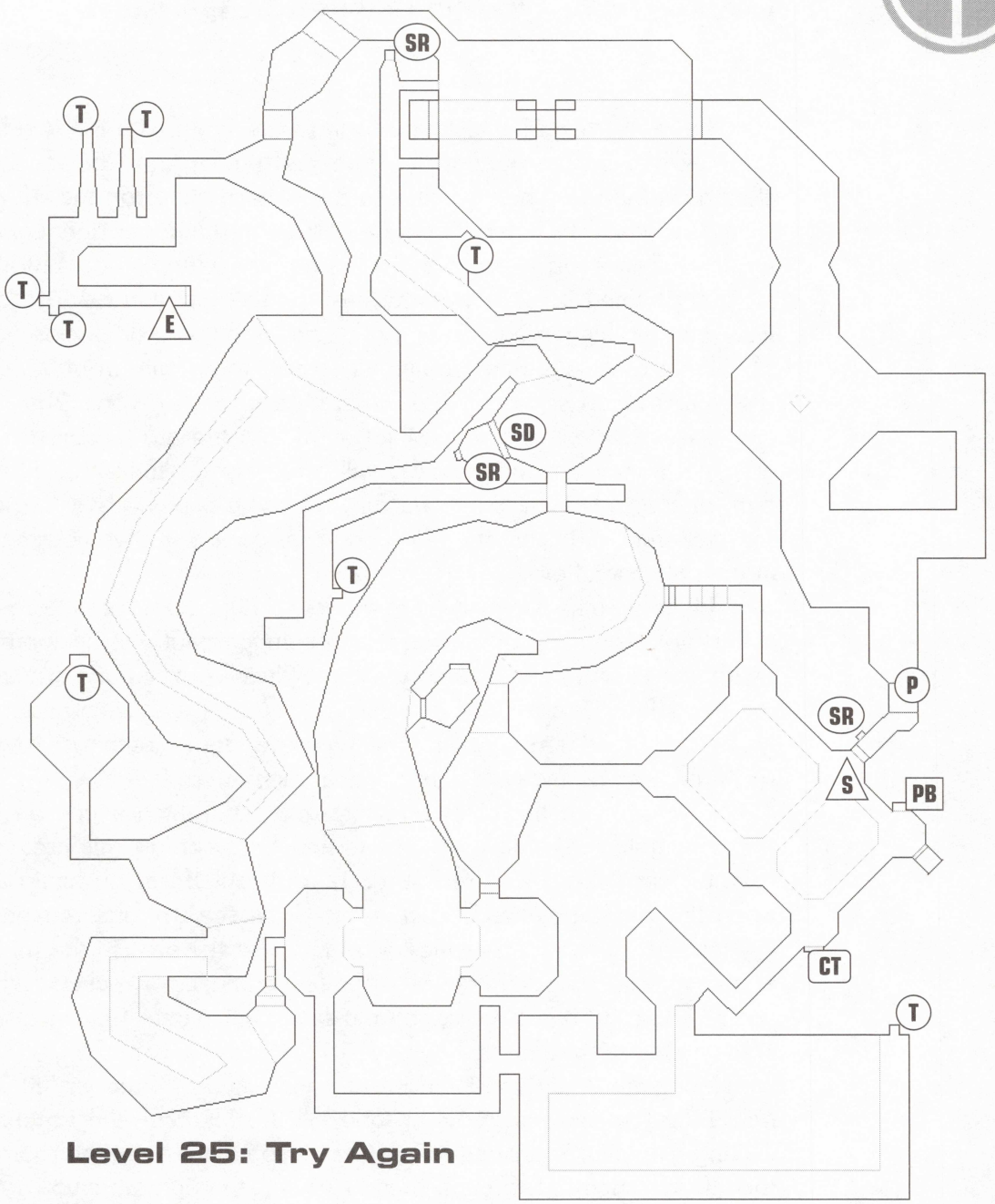
bered. Give them a hand in clearing the aliens and then hit the switch with a grenade. Don't forget to treat yourself to that shimmering pile of ammo.

Now enter the hallway to the east, open the door up ahead, and go into the room with the two doorways. Dispose of any lurking aliens you find and save your game at the pattern buffer. Now head all the way back to Cargo C1 and into the next hallway. When you enter the next room, a pack of Troopers will charge. Take them down and then enter the narrow doorway into the next room.

Once again, you'll come to a series of platforms grinding up and down. Hop on the platform to the left and gradually work your way up to the computer terminal on the right. The best way to do this is to face out and toward the left corner of the wall as you jump on each platform. When it goes up, run forward and to the left onto the next platform. Repeat this process until you reach the terminal. Use it to teleport out.

LEVEL 25: TRY AGAIN

The teleporter will deposit you in front of two lava pools, with a blue and white door behind you. Save your game at the pattern buffer to the left, open the door right next to it, and grab the ammo inside. You thought you'd heard bones rattling, and you were correct; a band of Hunters will attack. Kill them and then read the message at the computer terminal to the south. Now run through the hallway to the right of the terminal and get rid of the Hunter in the next room. To the left, hovering high above the lava, you'll see an immense, angry-looking Juggernaut. If you have rockets, fire two at him in quick succession and then get out of the way—*fast*—before his bulging form hits the dirt. Destroy any remaining aliens in this area and then head around the blue and white striped walkway to the left. At the end of this hallway, you'll discover a handful of rockets and a lone teleporter. Claim the rockets and then climb aboard.



Level 25: Try Again

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The teleporter will whisk you back to the room with the two lava pools. Open the blue-and-white door and recharge at the recharge station on the left. Then go back to the pattern buffer on the left and save your game. Now head into the hallway in the upper right corner. Open the door on the left and take out the Hunter and Enforcer lounging behind it. That was the easy part—now you have to deal with another Juggernaut. Stand right next to the door (let it close) and start firing rockets at him. You won't be able to see him from here, so use your motion sensor to fire when he approaches you. From this angle, it will be almost impossible for him to fire at you. Even if he does get a shot off, the doorway will protect you. After you've killed him, quickly open the door and run before he explodes! Go back to the recharge station by the blue-and-white door and save your game at the pattern buffer.

This time, take the hallway in the lower right corner of the room. When you open the door, yet another Juggernaut will be looming overhead. Duck to the left and use the hallway to block any grenades the beast fires. From here, you can destroy him with a few rockets. Head back to the room with the two lava pools, recharge at the recharge station, and save your game at the pattern buffer.

Now return to the blue-and-white door and catch a ride on the platform going up. Kill the Hunters and Enforcers in this area and then go back down and recharge. Take the platform up again and open the big door ahead. To the left you'll see the one remaining Juggernaut on this level—one too many. Use the area in the middle as a cover and shoot him down with a few grenades or rockets. When you're done, go back, recharge, and save your game. Return to this area when you've done so.

Now jump down and head into the hallway in the upper left corner. Take the two platforms up and kill the Hunters and Enforcers waiting so patiently for you there. Collect some ammo in the room to the left and then run through the hallway on the right until you come to a computer terminal. Ignore the teleporters you see here. For your last feat, kill the Hunter standing guard by the terminal and then use it to teleport out.

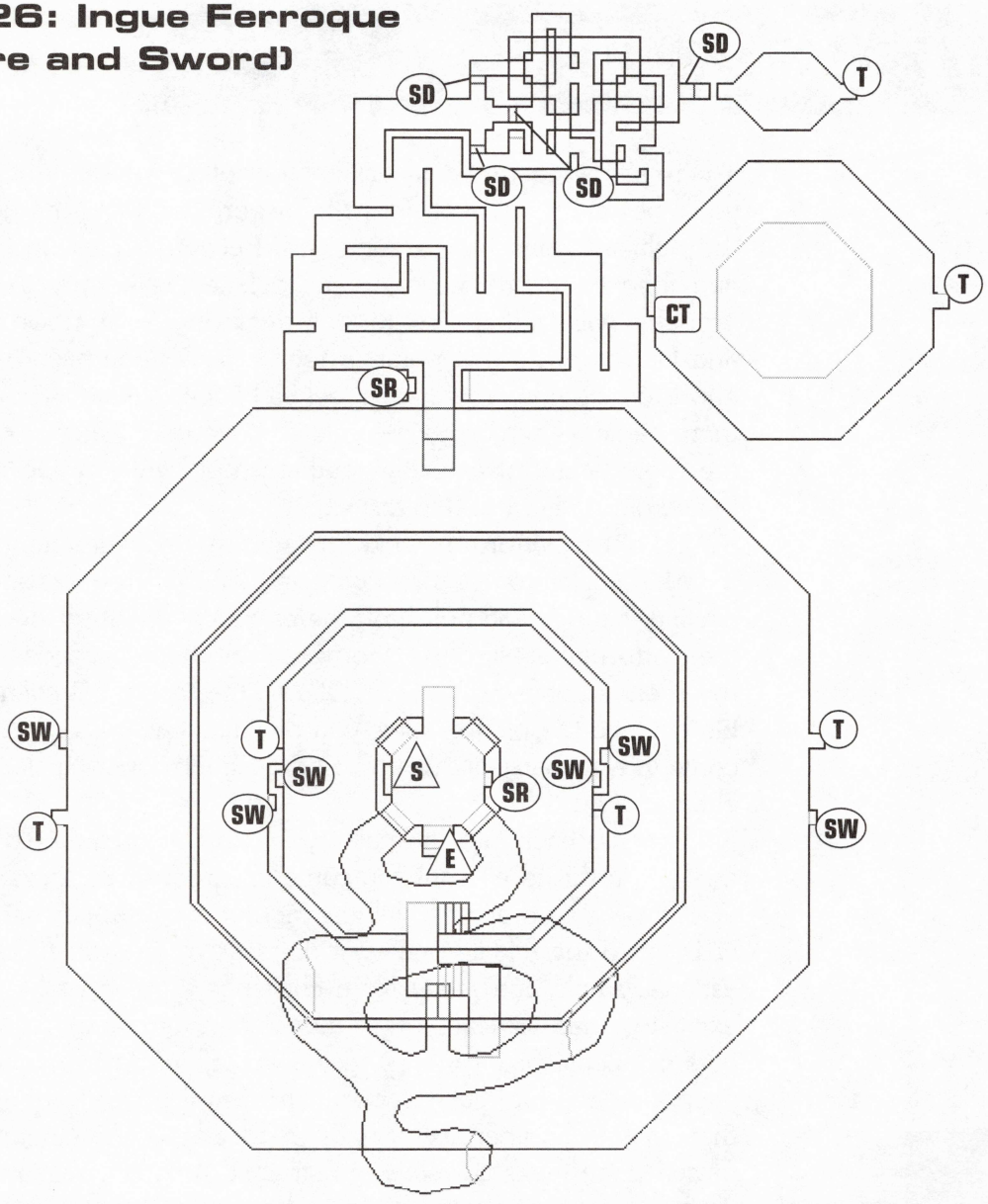
LEVEL 26: INGE FERROQUE (BY FIRE AND SWORD)

You're almost there! For your final tour of duty aboard the *Marathon*, you'll be sent to a small, Pfhor-free room, with a recharge station to the right and ammo all around you. Recharge, pick up the goodies, and then head out the doorway to face the enemy. A handful of Troopers will do their best to look menacing; jump down to the right and kill them. At this point, a few invisible Compilers will join the effort to help you. You almost feel bad about having killed so many of them earlier. Thanks, guys—glad to have you. When you've cleared the room, stand next to the southernmost platform and grenade the switch on the right wall to activate it.

Take the platform up and follow the stairs. Then jump down into a dark, circular room, turn right, and kill the Troopers ahead. Finish circling the area and polish off the remaining Fighters there. Now find the platform closest to the doorway. From here, grenade the switch in the room's upper right corner. It's a little tricky, but eventually you'll hit it. Once the platform lets you off, make a series of lefts until you come to a recharge station. Get rid of the Trooper blocking your way and recharge.

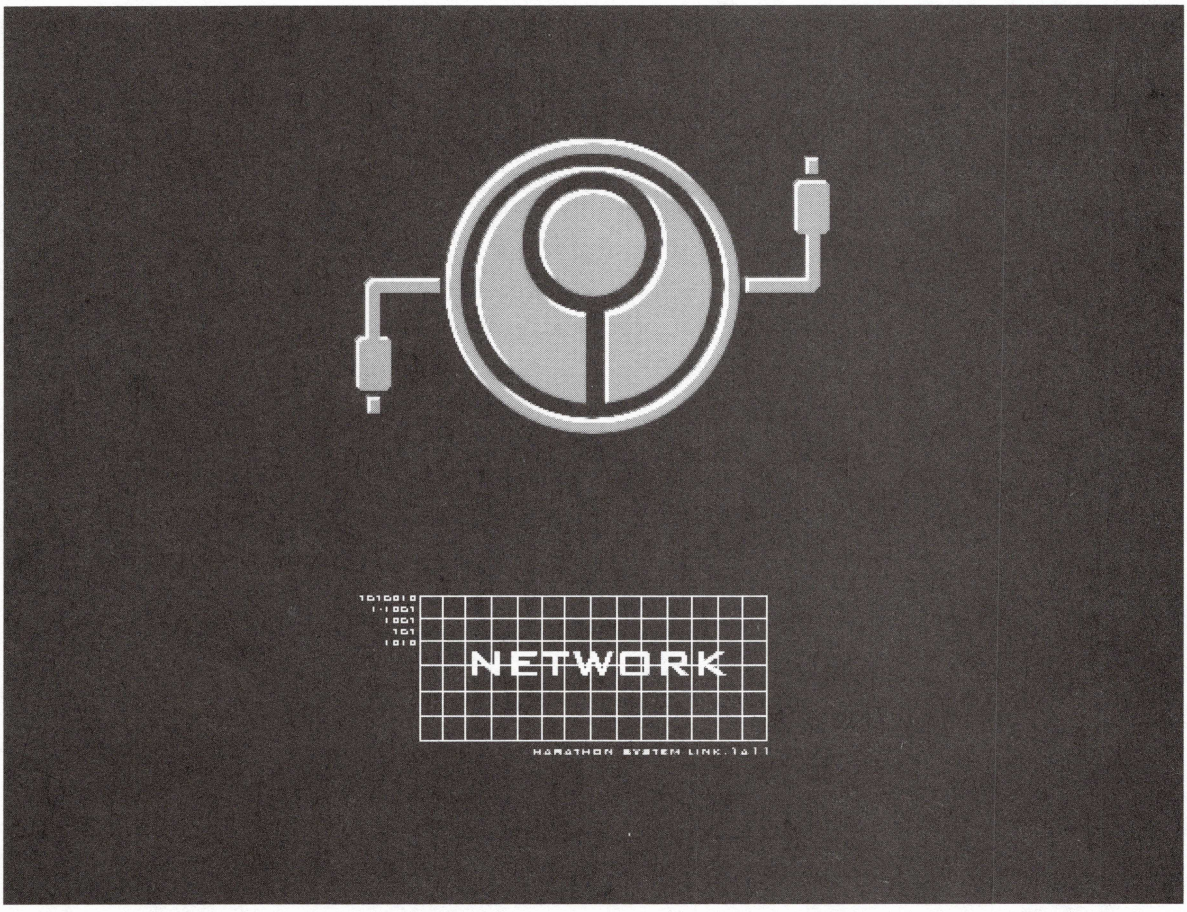
Now go back into the hallway and proceed to the left (always to the left on this level) until you come to a room with three teleporters. Wait for the Compilers to kill the Fighter and Trooper here, and then walk up to the middle one—but don't go in just yet. If you're feeling especially bold and ready for a challenge, you can take an optional excursion that will lead you to much ammo and unprecedented numbers of aliens. So, if you're ready. . . . Stand in front of the middle teleporter and hit Tab. A door in front will open, leading to a maze that goes to another secret door that leads to another teleporter. To navigate the maze correctly, go straight, turn left, make a right, and then four lefts. The secret door is located in the easternmost part of the maze. Look at the map to pinpoint its location, hit Tab until you find it, and step inside the teleporter.

Level 26: Ingue Ferroque (By Fire and Sword)



You'll immediately be transported to a secret ammo room. Grab all you can carry and then jump back into the teleporter. This time, you'll be dropped off in a circular room surrounded by lava and an enormous, angry mob of aliens. Word must have gotten out that you launched a few rockets at the Alien Leader. If you're just not in the mood for the battle of a lifetime, try to run straight into the teleporter ahead. If you do kill all the aliens here, however, you'll earn the rare privilege of reading the secret message from Bungie on the computer terminal. Either way, once you safely board the teleporter, you'll be returned to the room with the three teleporters. You might want to recharge at this point if you're low on shields.

Once again, choose the middle teleporter. You'll be transported into another circular room, and this time you most definitely need to annihilate all the aliens. Luckily for you, a few eager Compilers will join you in this effort. After every last alien has been destroyed, grenade both switches along the inner wall and watch a hole open up in the ground to the south. Jump down it and then head to the right and then into the left hallway. Ignore the aliens on the ledges to the left. At the end of the hallway, jump straight into the ledge ahead. Turn around and then jump to the other ledge, where you'll find a computer terminal with your name on it (figuratively speaking, of course). Activate it to end the game!


NETWORK
MARATHON SYSTEM LINK: 1.0.1.1

CHAPTER 12

NETWORK PLAY

As mentioned earlier, there are two ways to play Marathon: against the computer, or against human opponents, through a network. In network play you won't have to worry about some of the obstacles in the adventure part of the game, such as solving puzzles, fighting a large numbers of aliens, or trying to find a computer terminal to teleport the next level. That's the good news! The bad news is that in network play you have to deal with possibly even more formidable opponents: avid players like you who are smarter and faster than any of the aliens in *Marathon*.

Network play involves one thing: killing anything that moves. The goal is simple: to win. The winner is the player with the best ratio of kills to deaths but winning is definitely not as easy as it might seem. In order to come out on top, you need concentration, skill, and even a little bit of luck. As you might imagine, network play requires a whole new set of strategies and tactics.

NETWORK BASICS

The following are a few basic network techniques you should know before entering the field of carnage.

Run Like the Wind

The single biggest mistake you can make in network play is to stand still. Because moving targets are harder to hit than stationary objects, running at all times will give you a decided defensive advantage. Remember that you can stay in run mode by pressing the Caps Lock key in the Preferences menu. Also keep in mind that you can run faster by moving diagonally. You can do this by running forward, holding down either the left or right arrow key, and pressing the sidestep key.

Dodge City

Dodging is the most important technique you will need to learn. It allows you to evade incoming grenades, missiles, and other projectiles. To do this, use the sidestepping keys to move left or right. In areas like the Waldo World Arena, which has large, open spaces, you can often dodge missiles that are fired from long distances—*if*, of course, you know where they are coming from. Keep your eyes and ears open.

Aiming at and Leading Targets

Learning how to aim correctly and how to lead your targets is extremely important. Weapons such as the rocket and grenade launcher are more effective if you anticipate where your opponent is heading and fire at that location. This tactic is especially useful in big levels such as Waldo World Arena and Showered With Grenades, in which mainly rockets and grenades will be used. As with most advanced security officer skills, your aiming and leading will improve with practice.

Rapid Directional Changes

Changing your direction in an unpredictable manner will allow you to quickly get away from someone chasing you, especially from behind. This technique will really come in handy if you're being chased by someone who has a more powerful weapon than you do, or if you're out of ammunition.

Know the Escape Routes

If you're in trouble, knowing your quickest escape route can often save your life. Learn the levels well and use the exits to escape. This will give you some time to find more ammo, a more powerful gun, or to plan your next step.

Running on Empty

Sooner or later, you'll run out of ammo while playing network *Marathon*. If this happens, you have two options. Either get more ammo or use another weapon that still has some left. In most cases, you'll be better off finding more ammo. Keep in mind that for some reason the ammo in *Marathon* is usually piled on stairs or narrow hallways, instead of in big, open places.

THE NETWORK LEVELS

Mars Needs Women

This level is pretty straightforward. Your first priority is to find a big gun, such as an assault rifle or a fusion gun. A few tips: be careful around corners here, and also be aware that the big room in the middle tends to attract a lot of people. As a result, your best strategy might be to battle near doorways so you can make quick exits.

This level has two hidden areas, where you'll find a flamethrower and a rocket launcher. Both of these weapons usually appear a few minutes into the game and are located next to the area on the map called The Skylight. To find them, enter the circular room with the spiral staircase. In the greenish area ahead, you'll see a series of platforms to your left (where you'll find teleporters and sometimes a flamethrower). To the right (the second short corridor), you'll find a hidden door. Hit Tab on the wall until it swings open and go down the stairs. The rocket launcher should be resting at the bottom, patiently waiting for you to rescue it. You'll also find three small rooms with light switches down here. These switches activate and deactivate lights in the level.

Carnage Palace Deee-luxe

This level is very small and can get quite annoying. Not only do you have to worry about human opponents, but tough Enforcers and Compilers will do their best to complicate your life, as well. To make matters worse, green civilians will run around erratically, exploding when they come in contact with you. In order to enjoy this level, try to keep the number of players down to two or three. More than that, and it becomes an orgiastic bloodfest.

On the bright side, you can kill the Enforcer and steal his powerful alien weapon. You can also sometimes find a rocket launcher by going up the stairway on the west side and dropping down the chute.

5-D Space

This level has two overlapping sets of hallways, which are connected by small, intersecting hallways. Since the hallways overlap, two people can be nearly in the same spot but in different hallways. The trick to this level is to keep an eye on the motion sensor and to understand the map well. Always keep moving and try to find a big gun, such as an assault rifle or fusion gun, as soon as possible.

Arena

Get a rocket launcher and have a party! The key to this level is to aim the rocket launcher at people's feet. No, the point isn't to make them do a little dance. By aiming downward, you'll miss less often, and the large blast radius will ensure a kill. After you've run out of ammo, go back to the rooms to reload on rockets. By the way, if you'd like a bird's-eye view, you'll find a secret overlook at the west end of this area. To get to it, open the secret door in the lower east room and take the dark corridor up to this interesting vantage point.

E Equals MC What?

Also known as the square level, E Equals MC What? is just that—a bunch of squares. Two teleporters along the outer wall will transport you to a ledge inside one of the squares. When you get there, you can turn the lights off in the area by hitting the switch on the right. Be sure to beam yourself to these ledges often; sometimes flamethrowers and rocket launchers will appear there. Also watch out for the Enforcer who occasionally joins the party. If he shows up, kill him quickly and then grab his alien weapon. Now go nuts!

Showered With Grenades

Without a doubt the biggest level in *Marathon*, Showered With Grenades has a few secret areas of importance. You'll find the first

secret room in the southwestern part of the map. From the big room, open the door to the south and run left. Then duck right into the hallway with the lighted edges. Turn left at the end, and you'll find the hidden room to the right, where the bright light hits the wall. At times, you'll be able to find an invulnerability shield here.

To get to the secret teleporter, go straight into the dark room ahead and hit Tab on the first column on the left. The teleporter will appear; take it to the top of the big room near the rocket launcher.

The final secret area is a room that sometimes hides an invisibility shield. Take the stairway that runs under the big room and head to the left. You'll find the secret room in the next room, beyond the left wall.

Spiral Insanity

As the only low-gravity network level in the game, Spiral Insanity has enough twists and turns to make you just that—insane. There are no secret rooms. How boring!

Waldo World Arena

Probably everyone's favorite, Waldo World Arena is similar to the original Arena except that it has ledges along its edge and teleporters to get you there. The key to this level is to have plenty of ammo on hand. After you've discharged your two rockets, look for more in the center area or run into one of the small rooms to the sides. As always, remember to aim the rocket launcher at your opponents' feet. Nowhere to run—nowhere to hide!

What Goes Up Must Come Down

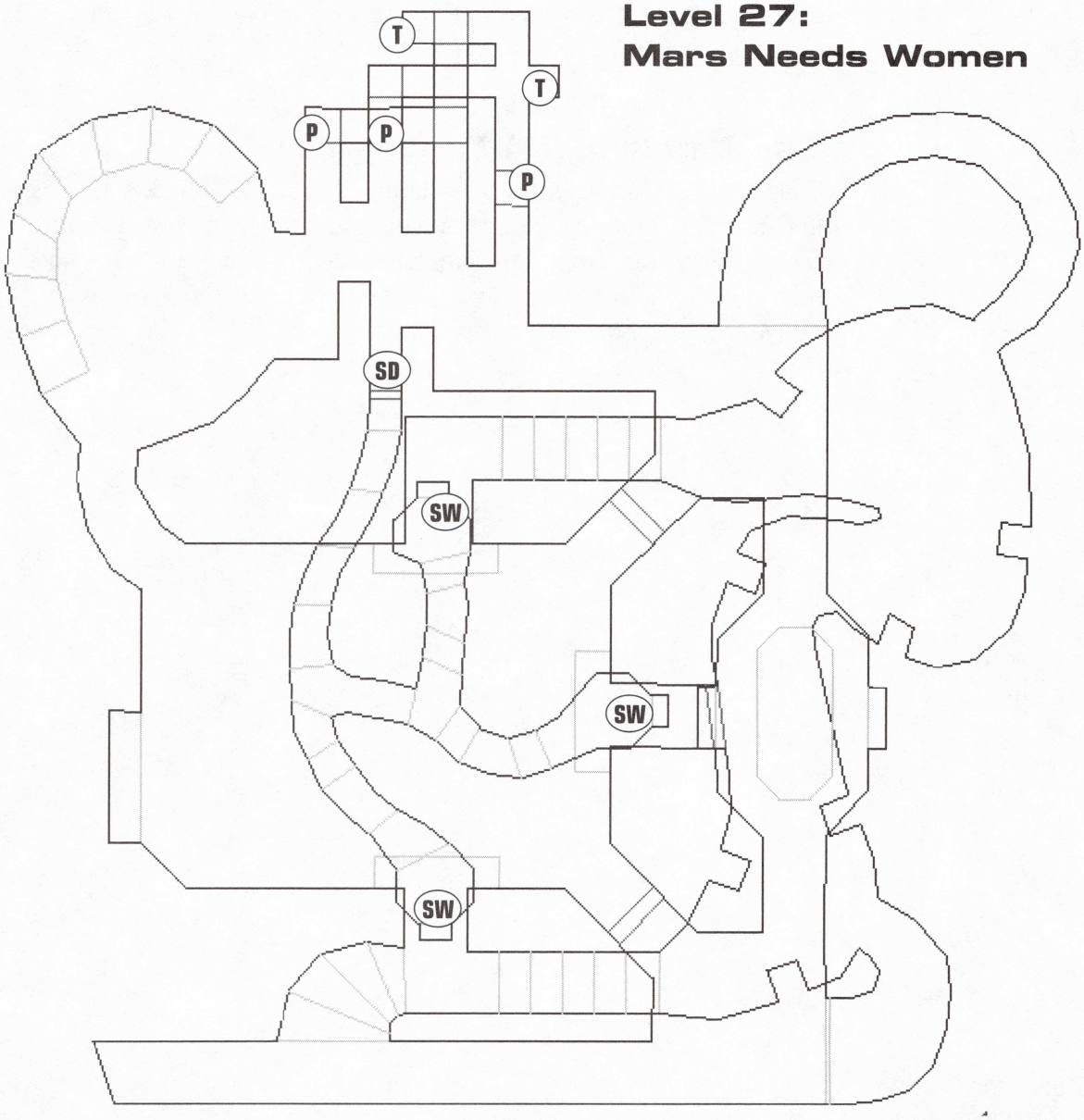
The objective in this level is simple. Take a ride on the platform in the southwest end and get the flamethrower. Then cruise back down and smoke people! If you don't have the flamethrower, kill the person

who does have it and then quickly go up the platform to retrieve it. Now it's your turn.

You Don't Need To See My ID

You don't need to play this level. Uhh, just kidding. The key here is to find the flamethrower, which is located in the west room. You can scope things out from the nifty overlook, if you want to. Use the rocket launcher to take people out as they enter the room with the bridge—just like fish in a barrel.

Level 27: Mars Needs Women



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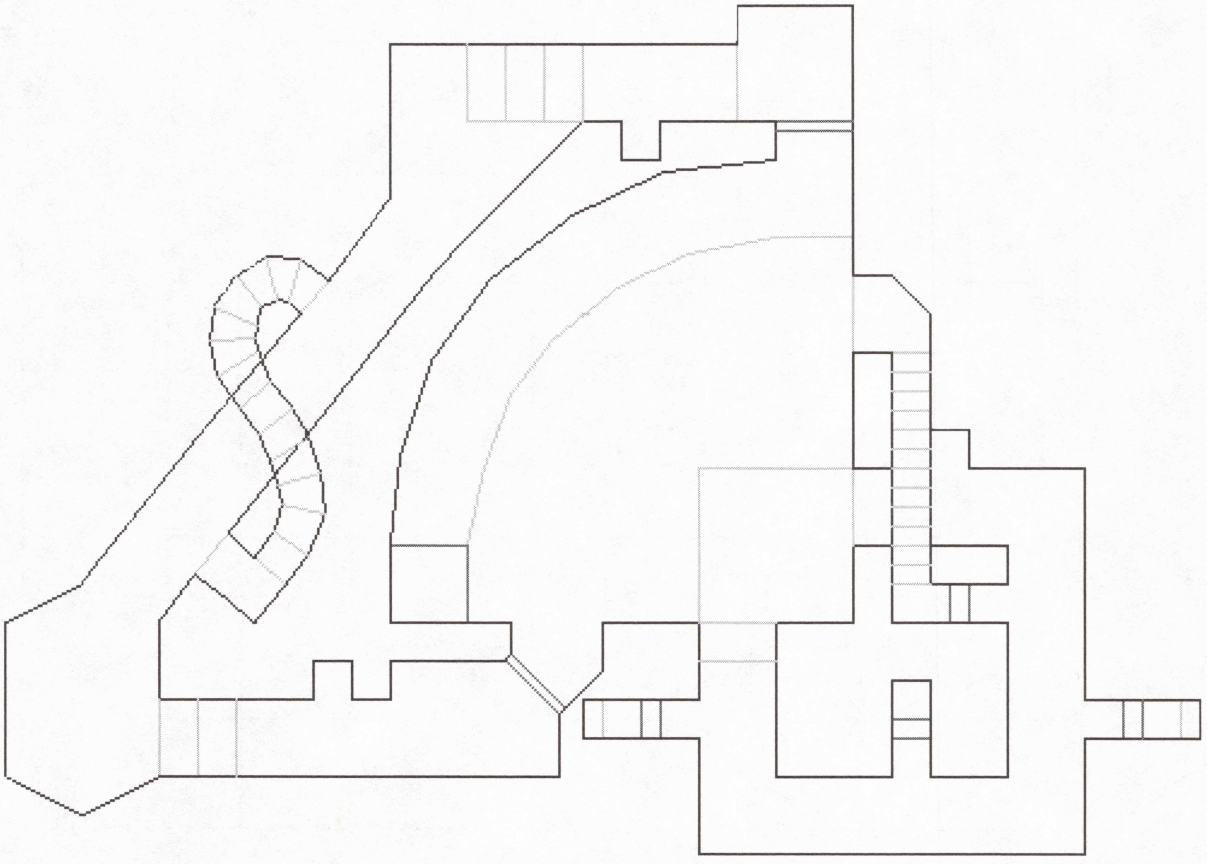
Level 28: Carnage Palace Deee-luxe



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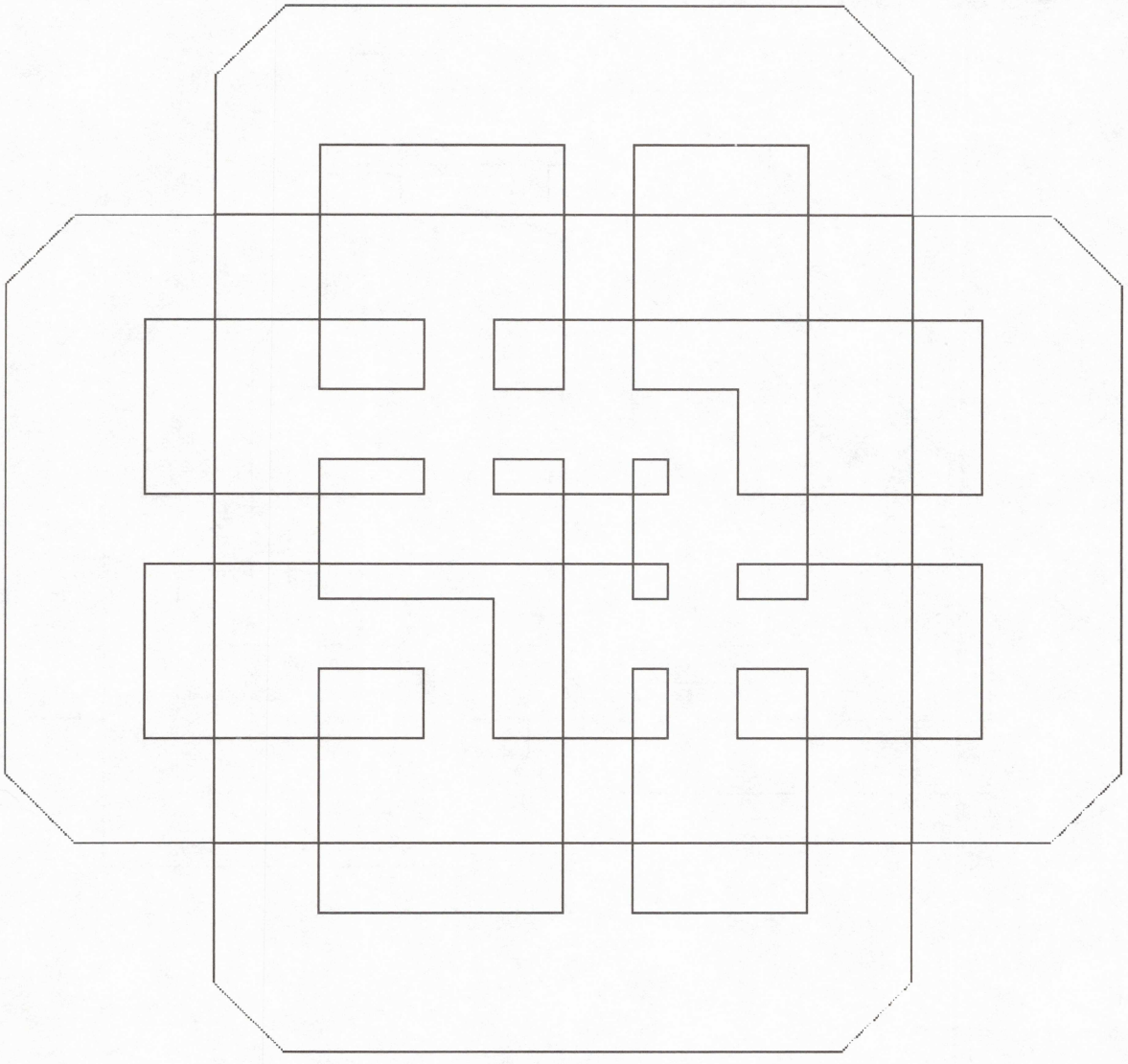
Level 29: 5-D Space



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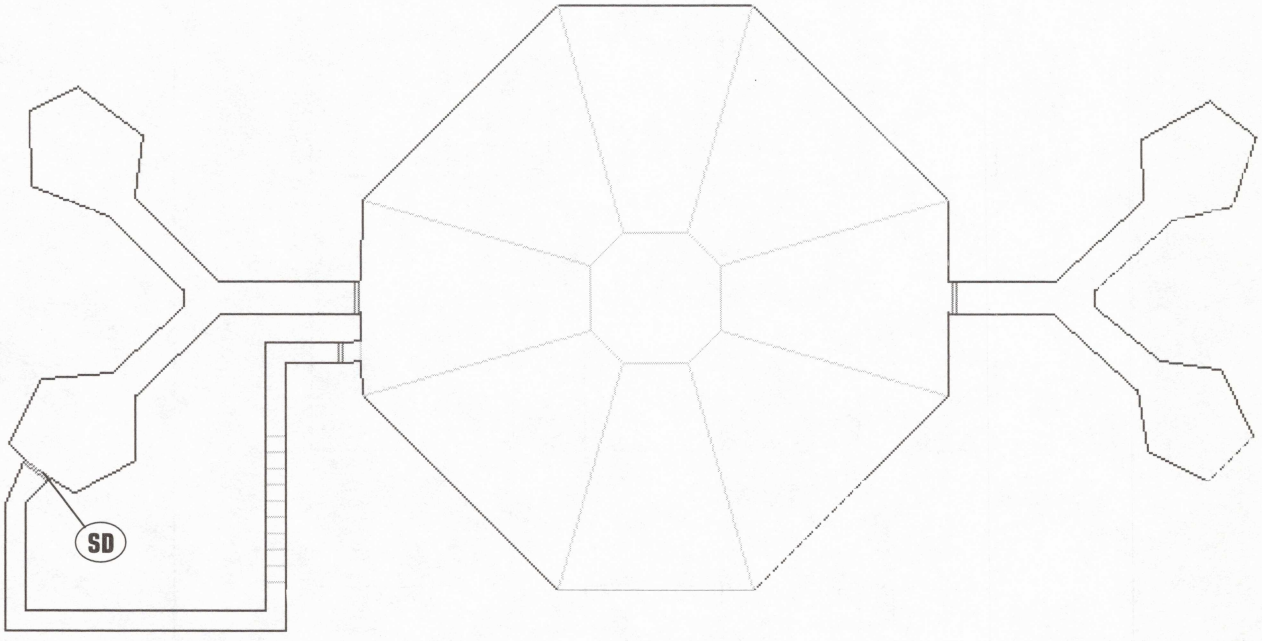
Level 30: Arena



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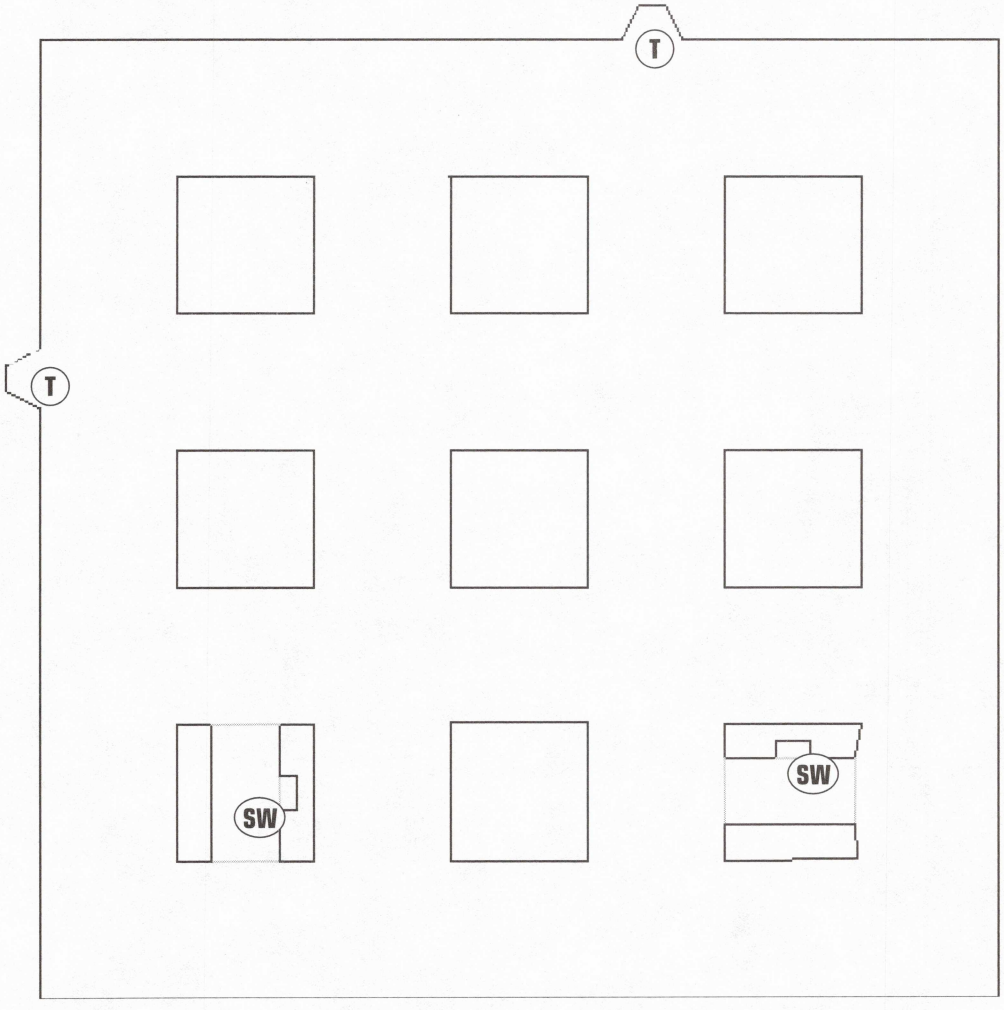
Level 31: E Equals MC What?



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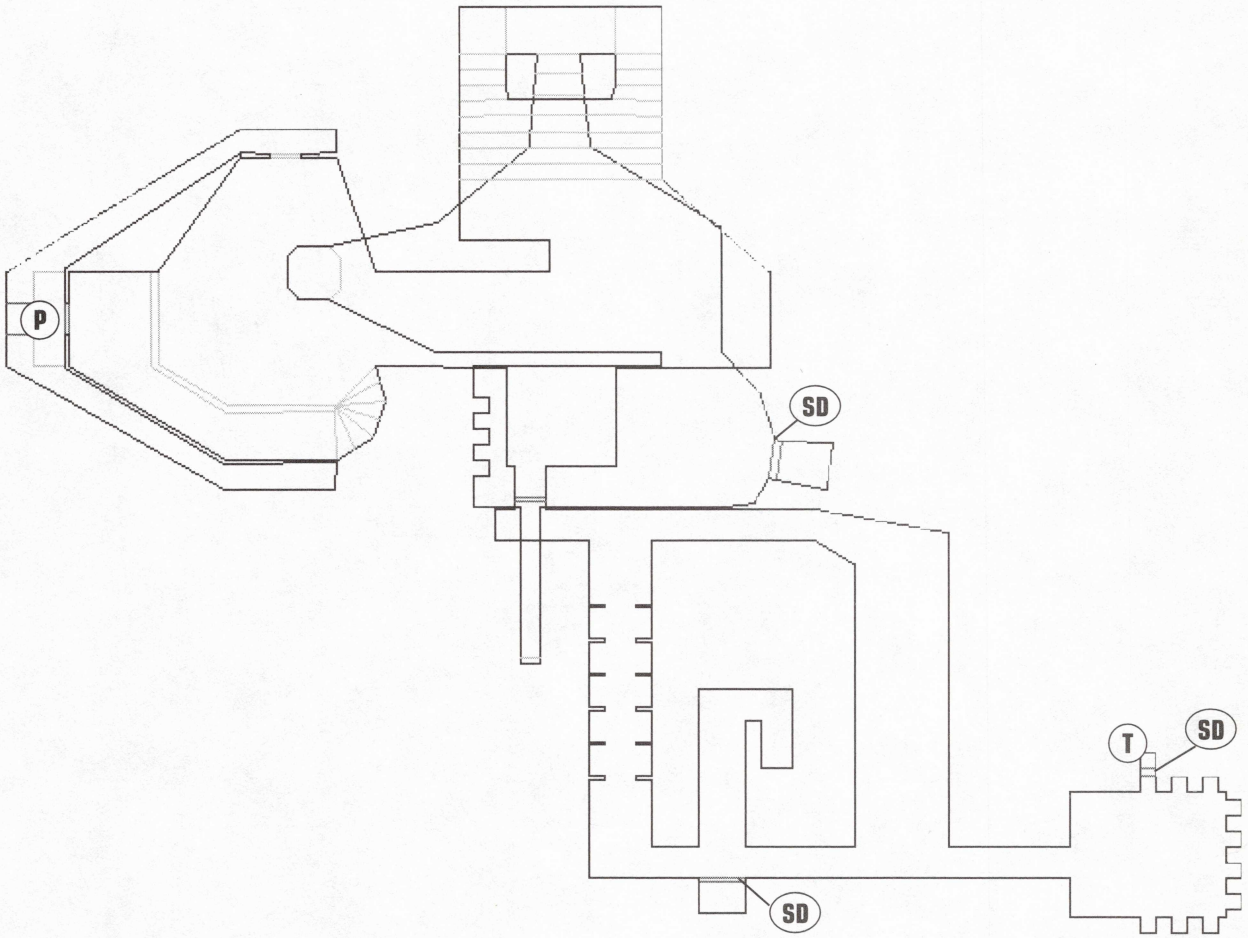
Level 32: Showered with Grenades



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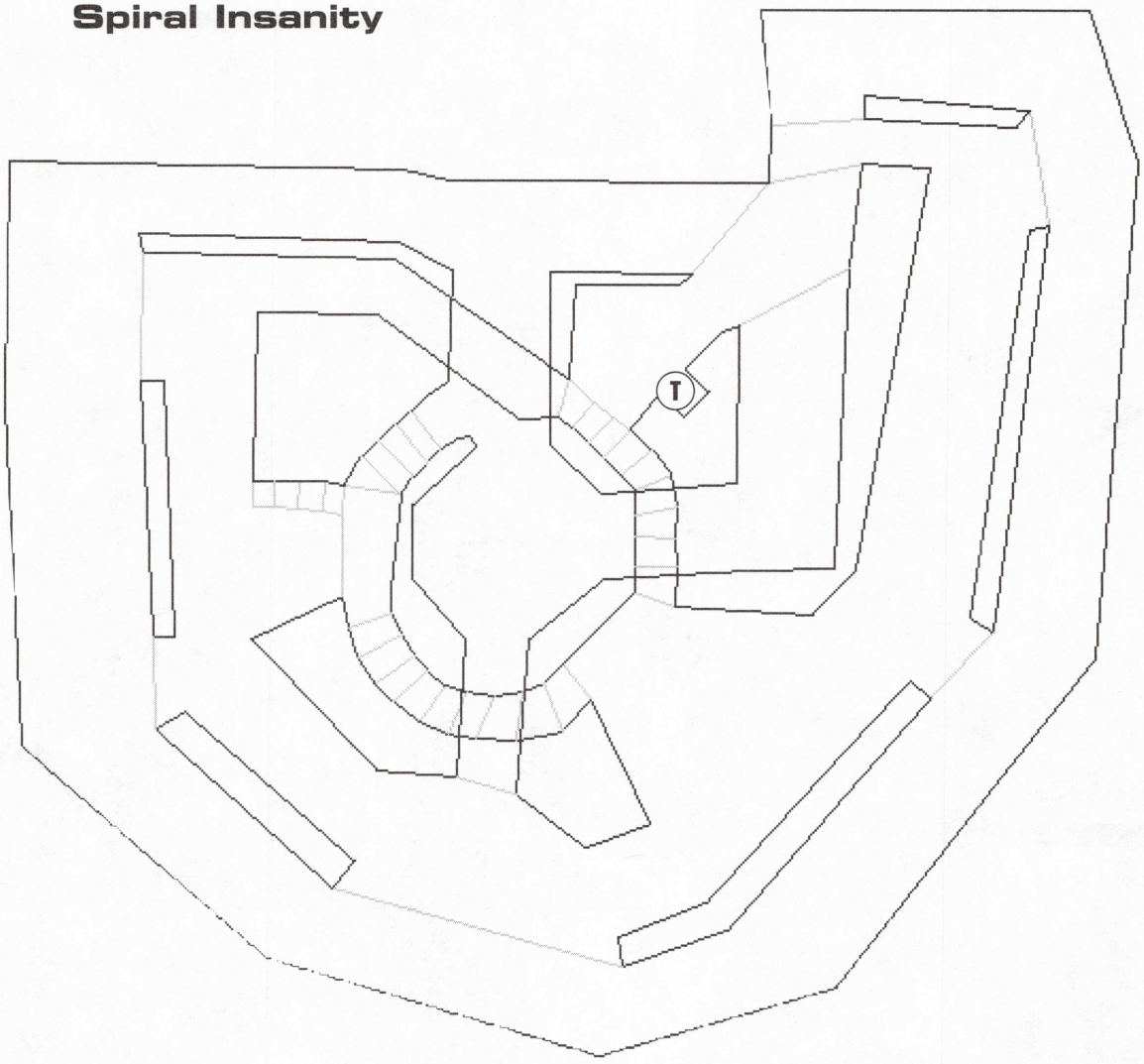
Level 33: Spiral Insanity



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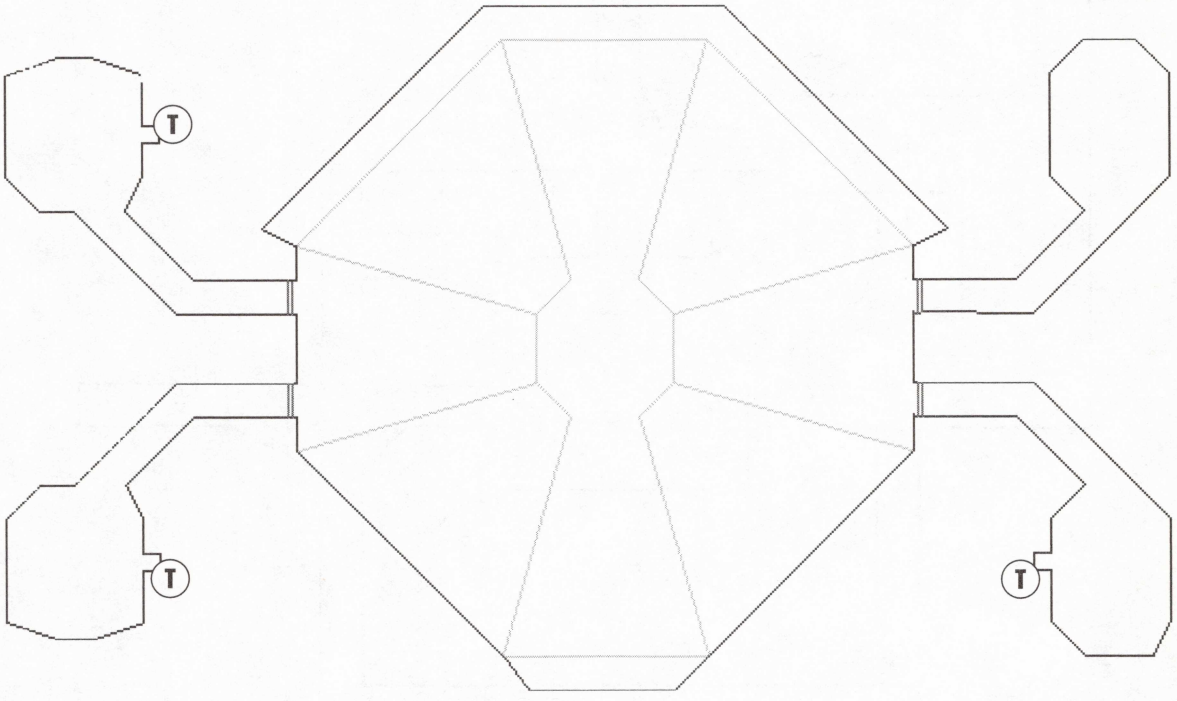
Level 34: Waldo World Arena



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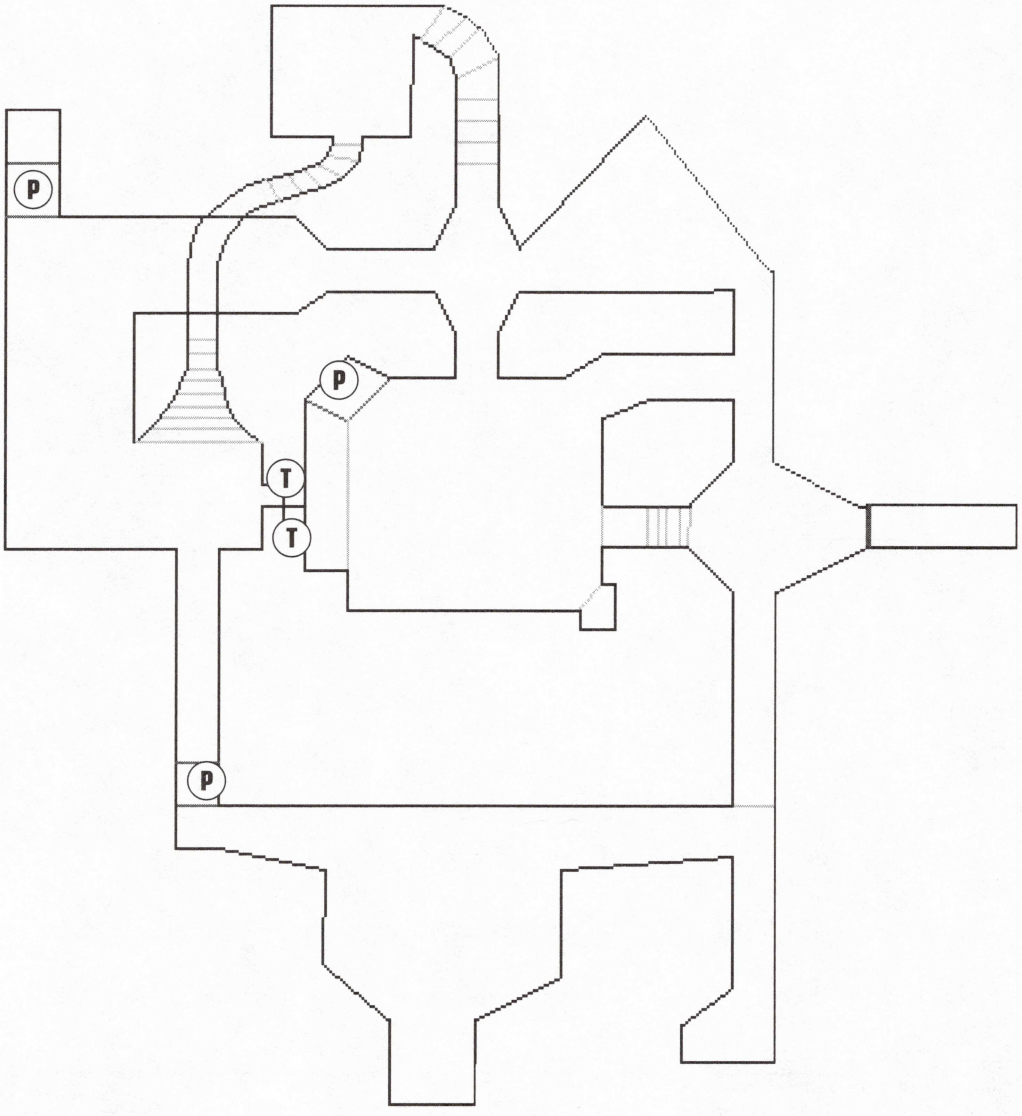
Level 35: What Goes Up Must Come Down



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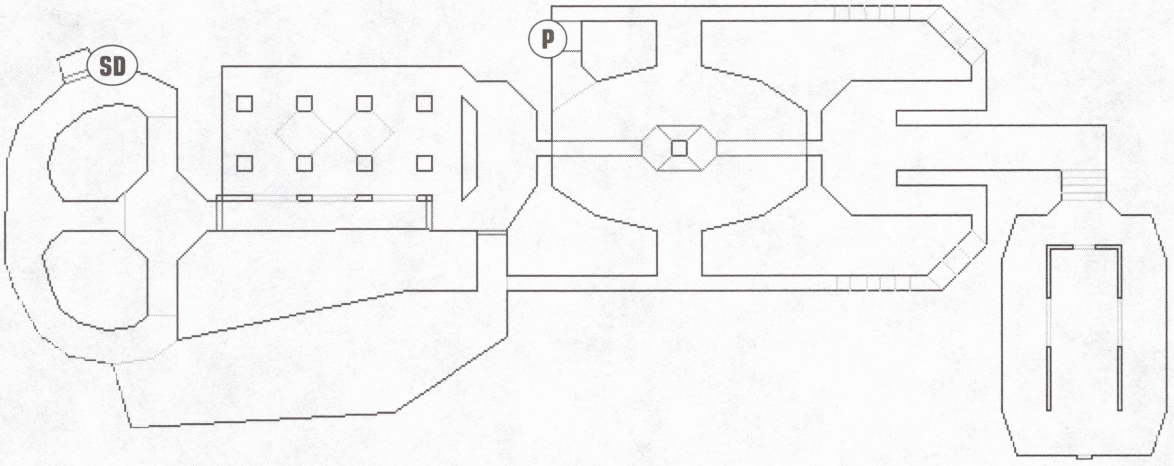
Level 36: You Don't Need to See My ID



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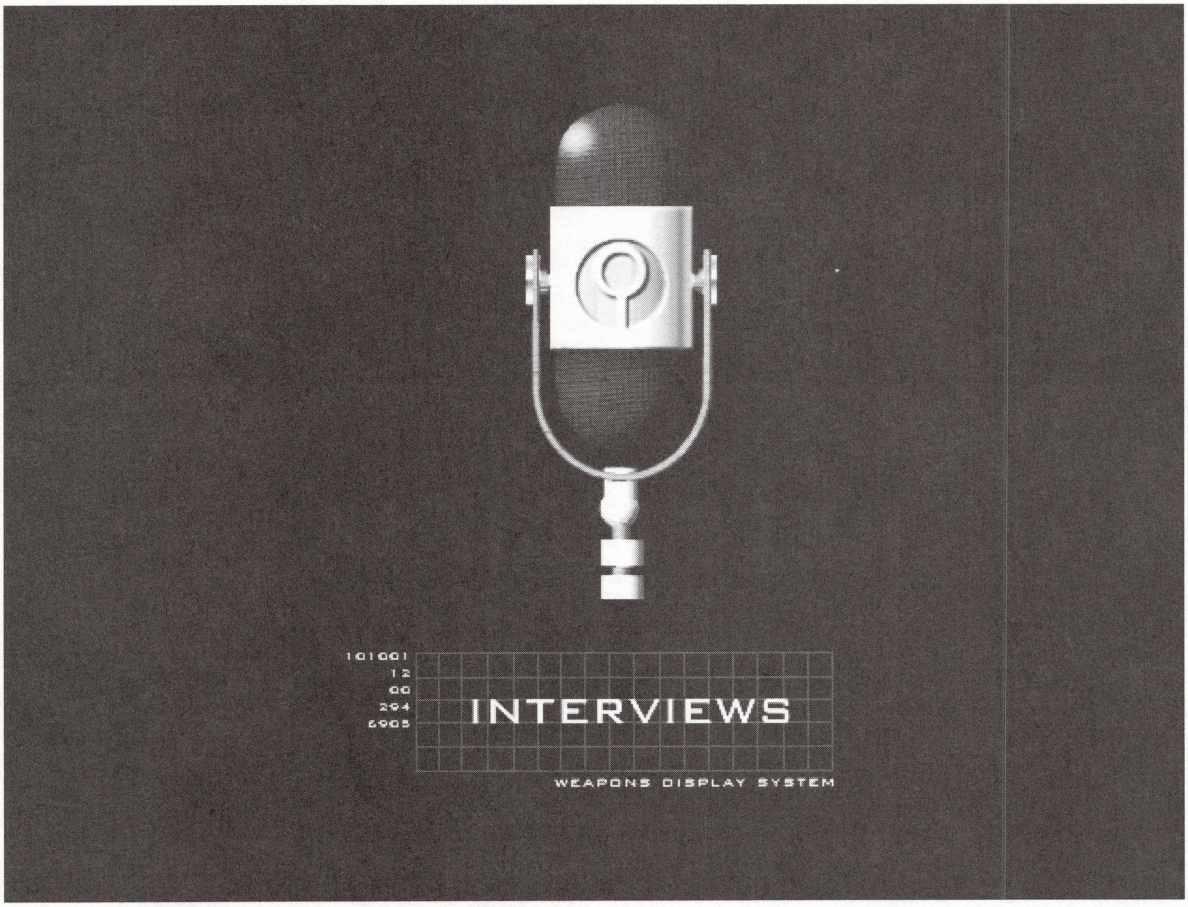
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INTERVIEWS
WEAPONS DISPLAY SYSTEM

CHAPTER 13

INTERVIEW

Bungie Software began just four short years ago. In that time, the company has become one of the premier Macintosh game developers, releasing four titles in all: *Operation: Desert Storm*, *Minotaur*, *Pathways into Darkness*, and, of course, *Marathon*. I had the opportunity to sit down with Bungie President Alexander Seropian and Lead Programmer Jason Jones shortly after *Marathon*'s release to talk about the game The first part of the interview is with Alexander Seropian; the latter part is with Jason Jones.

Tuncer Deniz: How did Bungie get started?

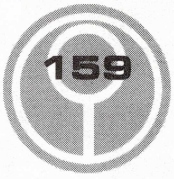
Alexander Seropian: I started Bungie in my apartment at college because I wanted to publish games. I had a problem, though, which

was that I didn't have a game to publish, so I had to write one. I wrote this dumb little game (*Operation: Desert Storm*) and started publishing it. Then I met Jason. Jason can write games much better than I can (much better than most, actually). Jason and I work very well together because we excel in very complementary ways. We have kind of a left-brain/right-brain thing going. A lot of our success can be attributed to our attitudes toward the value of creative effort and providing incentinve for productivity from others. Bungie exhibits a very flat organizational model, and everyone has the opportunity to contribute. However, that's not to say that there aren't strong and motivational personalities at Bungie. That happens to be a trait that Jason and I share. After we started working together, we came out with *Minotaur* and *Pathways into Darkness*. *Minotaur* and the previous product that I wrote really taught us some valuable lessons about the computer software industry, business, and life in general. Those experiences laid a solid groundwork for exploiting *Pathways into Darkness* to the extent we were able to. By the time we shipped *Marathon*, we were in the position to capitalize on *Marathon*'s technical and creative excellence as best as possible.

TD: What are your feelings toward the Power PC?

AS: Power Macs rule. I couldn't have wished for anything better to happen to the Mac market. The only thing I would have done differently (if I were Apple) would be to burn *Marathon* into the ROMs. The Power Mac has given Apple the momentum it has needed to be taken seriously. Being the largest manufacturer of RISC-based computers sounds pretty good on a resume. The respect Apple has garnered from the Power Mac has raised its acceptance in the market and has convinced some important players to enter the Mac entertainment industry. Contrary to other people's opinions, we see this trend as being very beneficial to us. The more "legitimized" the Mac game market becomes, the more games Bungie can sell.

TD: Are any level editors available for *Marathon*? (Note: Editors allow a savvy user to manipulate the different aspects of *Marathon* to create new levels, creatures, and objects.)



AS: Yes, there are a few available on the online services. There are currently two map editors, a physics model editor, and a shape installer. I think the physics model editor is the coolest add-on. It really lets you do some funky things to the game. Like, you can actually make the assault rifle shoot exploding Hulks at your enemy! That's cool. These kinds of enhancements to our products extend the shelf life of our games and raise the mindshare of our customer base.

TD: Where do you see Bungie in the next few years?

AS: I hope we are able to ride the wave we have created for ourselves and ship some more neat products for the Mac (and maybe other platforms too). Otherwise we might start designing a really cool line of designer toilet seats (there's a lot of good engineers here, ya know). One of the things we have experienced (which I'm sure is very frequent in this industry) is that it is hard to predict what will happen three, six, or twelve months from now. We like to determine operating and creative paradigms to work by (which I wouldn't dream of boring you with) and let those carry us in new directions. Therefore, it is almost impossible to predict, or guess, where Bungie will be in the next few years. I'll assume, for now, that we'll be on planet Earth.

TD: Why are people so attracted to first-person shoot-'em-up games like *Marathon*?

AS: Games like *Marathon* mimic reality better than any other genre of computer games—except maybe flight simulators. But flight sims have a much steeper learning curve. First-person, 3-D shooters have no learning curve. It's pretty obvious what to do as soon as you start playing. These factors make *Marathon* very accessible to a wide market, and it is appealing visually. Game play also contributes significantly to 3-D games. It will be interesting to see how this technology is applied to new kinds of games. I think [the game] Descent is an example of trying to create a hybrid of the traditional first-person 3-D shooter and some of the more complicated aspects of a flight sim. It is yet to be seen if that approach will be successful.

TD: What was the most difficult aspect of developing *Marathon*?

JJ: Actually, it was resisting the constant urge to play the network game, but that's probably not what you mean. There were a lot of technical obstacles we had to overcome during the development of *Marathon*, and the most difficult was certainly making the rendering engine run at an acceptable speed. It took three full rewrites during the development cycle before we finally got it running quickly, and we're still continuing to improve it. I've already got some new code that runs twice as fast as *Marathon* 1.2 at high-screen resolutions.

TD: Why aren't there any secret cheat codes in *Marathon*?

JJ: You mean you haven't found them yet? OK, OK. One problem was that most of our beta testers were using them to cheat during their walk-throughs of the game, which obviously wasn't very good testing. But I also wanted to make the game challenging and not provide players with an easy way out of a difficult situation. I knew cheater programs would be all over the Internet the day *Marathon* shipped, but running an application to modify your saved-game file is different than just typing "GOPOSTAL" or something during the game and getting a billion health and 65,535 rockets.

Honestly, though, *Marathon* does have built-in cheat codes: the difficulty levels. Playing on the "Kindergarten" level is really easy, but I bet very few people can win the game on Total Carnage (and I'd like to play a few network games with the people that can).

TD: *Marathon* seems to be very network-oriented. When you began the project, did you plan it this way?

JJ: If *Marathon* seems network-oriented, it's because, for better or for worse, we logged so many hours playing and improving the network game. I'd wanted to do networking since before we finished *Pathways*, but in the beginning we didn't plan to add this feature to *Marathon* because of its complexity. A few months into development, it suddenly occurred to me how we could easily integrate networking into the game, and in a few weeks our productivity plummeted as we began to "test" the network game extensively.

We spent a lot of time tuning and balancing the head-to-head network game, and I think it shows. Including network-only levels

allowed us to design maps with network play in mind, and eliminated the impossible task of creating a map that would be interesting in both single-player and network mode. Many of *Marathon*'s features were designed at first to make the network game more interesting—like the power-ups, which rarely appear in the single-player game, for example.

TD: What is the single biggest mistake people make during network play?

JJ: Playing with me.

TD: OK, well, can you at least share with us any network-specific tricks you've learned?

JJ: Always run. Never stop moving, never stop sidestepping. If there is someone on your screen, never stop firing. Become one with the motion sensor. Learn to use the fist, learn to torso-twist. Turning is the fastest way to change your direction of movement (and the only way to change it in the air); use this to dodge rockets and grenades. Aim for the ground (or nearby walls) with rockets and grenades instead of at the player you are trying to hit.

TD: Are you planning on doing a sequel to *Marathon*?

JJ: We learned a few things about announcing unfinished products while working on *Marathon*. Actually, just one thing, and that's not to announce unfinished products. So my answer is "I'm not doing it. Nobody's seen me doing it. I deny everything."

On the other hand, there are a lot of things we didn't get to include in *Marathon* because we ran out of time, and it's tempting to go back and try to do them now that we do have time. And *Marathon*'s ending really does leave a lot of room for something else to happen. I don't know how many people noticed this, but the very last thing that happens to the player in *Marathon* is that he is teleported off the last level—to where? Maybe someday we'll take advantage of this.

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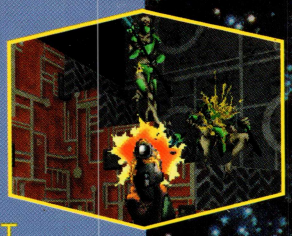

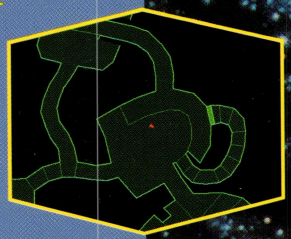

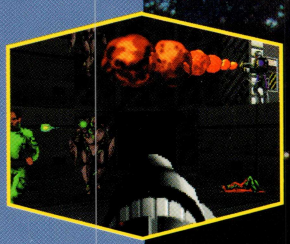

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